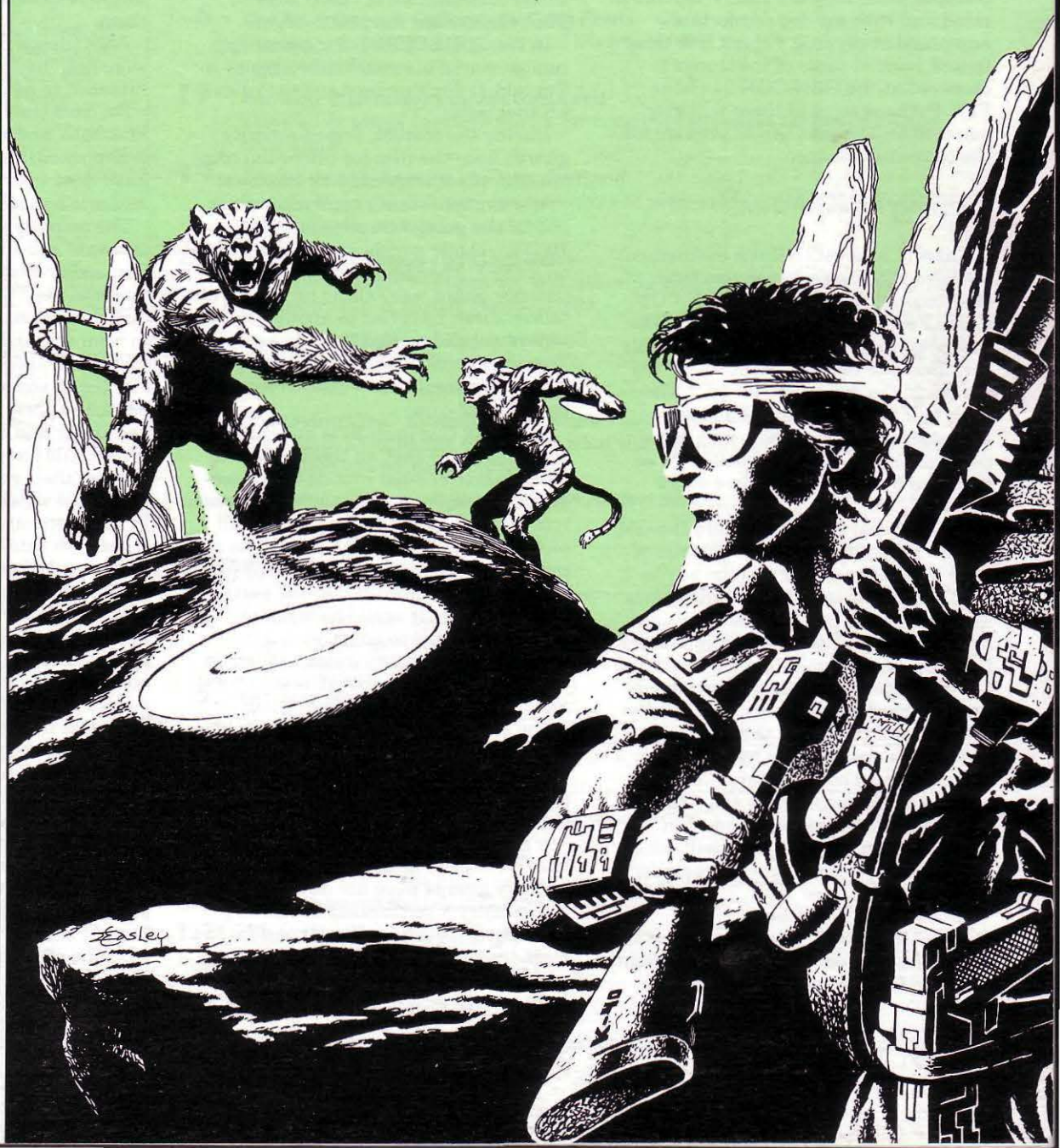
MAY

47

Polyhedron™

NEWSZINE



RPGA™ NETWORK

©1989 TSR, Inc. All Rights Reserved.

On Your Feet

A Matter of Timing

by Peter Hague

By the time you read this, you probably will be preparing for the summer convention season, and those of you writing adventures for the GEN CON® Game Fair should be putting the finishing touches on them.

I have found the best source of hints for improving adventures comes from talking with others about scenarios which, for reasons unknown at the time, collapse when they are run. With this in mind and with my dog comfortably ensconced at my feet, I think it is time to look back at some of the things I observed at the GEN CON 21 Game Fair. Perhaps some of these will give you food for thought as you prepare for the convention season.

Keeping Track of Time

It's hardly a secret that the tournament modules the Network uses are most challenging. And since the GEN CON Game Fair brings out almost all of the best players, the Network tournaments run there are major contenders for top honors in the difficulty category. The back half of this is that the modules also push the GMs to their maximum performances. In fact, a small error or omission by the GM can have major impact.

I saw several instances where the GM did not fully appreciate the passage of time within the game; and the adventure paid the price. This usually comes about when the party needs to escape from adversaries or responding authorities after doing something particularly clever or spectacular. If reinforcements arrive almost immediately, it is hardly likely that a party will think the reinforcements are innocent bystanders or a surprised local constabulary. Consequently, if the response by the local authorities is called for, an error in computing the reaction time will generally result in a most unusual reaction from the party.

For example, I watched a TOP SECRET/S.I.™ game tournament where the characters got into a firefight with a giant, mechanical gorilla. The party had traveled to a movie studio lot with a sound stage, open on one side and with two doors in the back. The only equipment on the stage was a 200-foot model of the Empire State Building, a 70-foot-tall mechanical gorilla, a lighting control panel, and various lighting booms. As soon as the party arrived, the gorilla activated, made deprecating remarks about the party members' ancestry, and properly identified the characters as known members of The Orion Foundation (an international organization of "good guys"). That's where the encounter began.

In the TOP SECRET/S.I. game, each combat round is two seconds long, or so I'm told. (I don't understand the rules all that well.)

During the combat, armed security guards from the film lot where the combat took place responded to the noise; this was a reasonable occurrence since not all the guns were silenced. Also, a 70-foot, robotic gorilla isn't exactly light on its feet. The party was told that a security guard was calling on his walkie talkie. First, he called to another security patrol and waited for response. Then he described the happenings in detail. The reinforcements arrived in three patrol cars.

Certainly this in itself is no problem. The problem is that all this happened within three combat rounds (or six seconds). Hardly enough time even to have received a response to the hailing call on the walkie talkie. Unless, that is, the security guards were indeed the adversaries and were waiting for the party (and even then it would have been tough to respond so quickly).

Finally, the security guards called on the radio for a police SWAT team which arrived in five more combat rounds.

The party responded to all this in a most hostile fashion. Their reaction was to attack the security guards. The attack was unduly successful, and three of the four guards were killed. As GM, you should assume that the party knows they are in deep trouble if the security guards were not adversaries. In any country (even fantasy countries), murder of the local police is considered more than just a misdemeanor.

When the reinforcements (in their cars) arrived so quickly, the party's reaction was equally strong — the most exposed members surrendered when ordered to; as they believed they were obviously outgunned. The two members who had decent cover assumed the reinforcements were "bad guys" and began shooting.

At this point the whole scenario broke down. When things had gone completely to pot, the local SWAT team appeared with several vehicles and a helicopter, and was in position to shoot within 10 seconds. I sure wish my local police would respond like that when I call them.

As it turned out, the security guards were not "bad guys" and were not intended to be a major encounter.

So, from the GM's standpoint, let's look back and see what happened, why it happened, and what the GM could have done to avoid it (and keep the scenario on track).

The primary problem was the instant response and the party's reaction to it (remember that few people wear uniforms in the TOP SECRET/S.I. game and those who do might not be entitled to wear them). Had proper timing been followed and had the security force reacted as the private cops they really were, the party would have finished the encounter and hightailed it out of sight. This would have given them the chance to show their evasion and role-playing skills and would have allowed the GM to move smoothly to the next encounter.

Lest you think that this situation applies only to the TOP SECRET/S.I. game, let me change the scenario a bit.

A fantasy party is in combat against a fairly strong force which includes a spell user who casts a *sticks to snakes* spell and creates several poisonous adders. One of the adders hits, and the character fails his saving throw.

Now what do you do? Does the party member drop instantly? What happens if the party casts a *neutralize poison* spell? How soon do they have to cast it to retain the fighting skills of the fallen party member (since no one fights well when they are half poisoned)? If the party cleric doesn't want to waste a combat round with *neutralize poison* when he could be firing off a *flame*

Continued on page 30

About the Cover

A firefight is in the offing between these opposing GAMMA WORLD® game forces, illustrating our feature, GAMMA WORLD Game Weapons.
Art by Jeff Easley.

Publisher
Mike Cook

Editor
Jean Rabe

Assistant Editor
Skip Williams

Contributing Editor
Guy McLimore

Production Staff
Angelika Lokotz
Cory Graham
Sylvia Deering
Sharon Simonis
Debbie Poutsch

©1989 TSR, Inc. All Rights Reserved.

Polyhedron™ NEWSZINE

Volume 9, Number 3
Issue #47, May, 1989

SPECIAL MODULE FEATURE

7 **The Bell Of Zetar - by Dave Schnur and the Circle of Swords**
An intrepid band of adventurers is asked to retrieve The Bell of Zetar, an antique treasured by the clerics of Apollo and coveted by those lurking in a run-down guardhouse.
Illustrated by Jeff Easley.

FEATURES

6 **The New Rogues Gallery - by Greg Ferris**
Dimfist, an amiable hill giant, and his friends will muscle their way into your campaign.

17 **Building Characters - by Michael Lach**
The author offers valuable advice for creating characters for scenarios and campaigns.

19 **The Mutant's Armory - by Kim Eastland**
A store of new and dangerous weapons are presented for GAMMA WORLD® game players and game masters.

24 **Convention Bound - by Gary Reilly**
Convention season is upon us, and following these useful hints will help you get the most out of your gaming treks.

26 **Radiating Magic - by Costa Valhouli**
From the *mantal of mist* to the *rod of entrapment*, these magic items will add new energy to your campaigns.

28 **The Living City - by Rollin Ehlenfeldt**
Burnhardt's Outfitting stocks just what the well-travelled adventurer needs. But watch out for the proprietors.

Inside Back Mailer Cover - Gamers' Choice Award Ballot

EDITORIAL

4 **Notes From HQ - by Jean Rabe**
The network coordinator talks about writing for the Newszine, GEN CON® Game Fair, and Bloodmoose.

5 **Letters - from the members**

DEPARTMENTS

Inside Front Mailer Cover - Convention Announcements

2 **On Your Feet - by Peter Hague**
Learning how to the pace the action in your game sessions is critical to keeping the players on the right track.

18 **With Great Power - by William Tracy**
Our Super Hero column visits West Germany and the People's Republic of China.

Notes From HQ

Conventionally Speaking

Convention season is upon us again. While there are science fiction and gaming conventions throughout the year, their numbers increase quite dramatically between May and September, leading most of us to carefully budget vacation days so we can attend the ones that catch our interest.

The RPGA™ Network definitely will be making its presence felt at ORIGINS in Los Angeles and GEN CON® Game Fair in Milwaukee this summer. More than 30 Network-sanctioned tournaments and seminars are planned for GEN CON Game Fair alone.

Because there has been an increasing number of conventions asking for RPGA Network tournaments, and a growing number of people who prefer to play in Network events over other tournaments, we felt it was time to add one more category to the Gamers' Choice Awards—Best RPGA Network tournament.

It is our way of recognizing tournament authors for their efforts, and it will be a good way for HQ to find out what type of tournaments Network members like best.

All RPGA Network-sanctioned tournaments run in 1987 are eligible. The Network sanctions tournaments for a variety of game systems from many different game manufacturers; all of these tournaments can be considered. The award for Best RPGA Network tournament will be presented along with the other Gamers' Choice Awards at the RPGA Network annual breakfast meeting at GEN CON Game Fair.

A Gamers' Choice Awards ballot appears on the mailer cover of this issue. Please take the time to complete and return it. The Gamers' Choice Awards are important because they let the industry know which products you, the game consumer, favored. Let your voice be heard.

Too Many, But Not Enough

Because there has been an increasing demand for RPGA Network tournaments at gaming and science fiction conventions throughout the world, there is an ever-louder plea coming from HQ for Network members to write tournaments. We are especially in need of multi-round tournaments for the AD&D® game and TOP SECRET/S.I.™ game.

Tournament writing guidelines are available by writing to Network HQ, P.O. Box 515, Lake Geneva, WI 53147. Network members who write tournaments receive service points that can be applied to their judge rating.

HQ makes every effort to schedule tournaments at conventions which the authors plan to attend. The GEN CON Game Fair, however, usually presents problems. Many of the Network's tournament authors want their events scheduled for the Game Fair. That's a terrific goal to shoot for, and HQ considers every tournament that makes the Game Fair deadline of the end of January. However, we have more tournaments submitted for GEN CON Game Fair AD&D game events than we have AD&D game events scheduled.

Ultimately that means we're not going to be able to schedule all the AD&D tournaments submitted for GEN CON Game Fair, which also means we're going to have some disappointed tournament authors.

There's nothing that can be done about that.

It just isn't feasible to schedule 10 or more three-round AD&D game tournaments at the Game Fair.

So, what happens is some of the tournaments submitted for GEN CON Game Fair get assigned for that convention, and the remainder of the accepted tournaments get assigned to other conventions scheduled throughout the rest of the year and into the next.

It is essential that tournament authors realize that just because their submission was not accepted for the Game Fair does not mean their tournament was not as good as those selected. If HQ receives three tournaments about a search for buried treasure, it is certain only one of those can be used at the Game Fair. If we get several tournaments for first level characters, only one of those might get chosen. There are other considerations as well; some tournaments come on computer disks that can be taken right into our mainframe and easily mass produced for the judges, and some tournaments take less editing than others and can be scheduled more quickly. There are a variety of reasons why certain tournaments are scheduled for GEN CON Game Fair.

In addition, HQ needs good, solid tournaments that it can send to conventions throughout the world. GEN CON Game Fair is only one convention. And a tournament used at GEN CON Game Fair has a limited life span because it can't be sent to many more conventions. I will select some of the best tournaments submitted for use at smaller conventions throughout the country to help show people the best examples possible of RPGA Network competition.

More Tournament Talk

We're not done talking about this subject yet. Some members, who have been toying with the idea of writing tournaments, have asked me what's good about it. It takes a lot of time to put together a tournament, especially a multi-round event complete with characters. You won't get paid for it. (The Network just doesn't have a big enough budget for that right now.) But you will get a lot of self-satisfaction when you see your event run at a local convention. A good tournament provides a great amount of fun for the participants.

Writing a tournament also gives you a chance to have your work published in the POLYHEDRON™ Newszine. A few RPGA Network tournaments even see print as major products. For example, *Gargoyle,* which was run as a tournament at conventions throughout the world for the past three years came out this spring as a 32-page WORLD OF GREYHAWK™ Fantasy Setting module. *Scrap of Paper,* which is coming out under the title *Child's Play* this August, also was used as a Network tournament at several conventions. And *Puppets,* another Network tournament, will appear in December. Those are some pretty good reasons to try your hand at tournament writing.

Tournament Tips

If you have an idea for a tournament, but want HQ's opinion before you start, send us an outline. It could end up saving you a lot of work if we notice problems early.

Continued on page 31

Letters

On The Subject Of "Feet"

Peter Hague's charter installment of "On Your Feet" (POLYHEDRON™ Newszine #45) is aptly named and superbly penned. It was a pleasure to read as well as being thought-provoking. Bravo!

My experience as an RPGA™ Network judge of AD&D® game events, although not nearly as extensive as Peter's, has lead me to similar conclusions concerning the factors affecting the players' and judge's decision-making process. However, I must take umbrage with a judge who voices opinions concerning player performance before the voting is complete. The rationale for this is two-fold. First, an opinion rendered by the judge with little time for reflection (quite true when the judge is trying to finish up quickly so as not to be late for the next event) may unduly influence the player's votes, especially if the opinion rendered is inaccurate. Such a wrong statement on the judge's part may also net him or her undeservedly low judge ratings on the familiar blue voting sheets. Secondly, the judge's vote is already worth twice as much as an individual player's vote—equallying a full one-quarter of the total voting points cast. Thus, until the voting sheets have been collected, the judge should not express any opinions of player performance, save on the judge's voting sheet.

Peter's article also brings to mind a subject which has been discussed amongst several Network members for a number of years now: that of voting for oneself. The ranking of six players into four slots requires a bit of reflection and can be especially difficult in Masters (not to mention Grand Masters) play. It is an arduous task to honestly and objectively include (or eliminate) oneself from that list. There are no doubt some players who solve this difficulty by ranking themselves first, or not at all, as a matter of course. The latter extreme of this philosophy is not without merit, from the viewpoints of both objectivity and simplicity. If one never ranks oneself, there is no longer an important objectivity issue, so one can then concentrate on placing the remaining five names into four slots. Furthermore, it should not drastically alter the outcome of the overall vote. Although the last statement is made without rigorous statistical analysis, a simplistic examination of voting sheets from past tournaments should bear out the facts.

This small change in the RPGA Network voting protocol could be easily adopted in future tournaments, perhaps first on a trial basis. It should simplify and accelerate the voting procedure for both judge and player, alleviate some of the problems raised in Peter's excellent discussion, and consequently make the game more enjoyable for us all.

Steven A. Hardinger
Troy, NY

Steven, your points are well made about the Network's voting system. While we at HQ consider the voting system one of the fairest available in judging role-playing tournaments, we are open to comment. We disagree with you on one point, however. The judge's commentary can be essential during voting. A judge should never remain silent for fear of making a mistake. We want to hear what other players and judges think about the system. We'll consider every letter, and we'll print some of the best replies in the POLYHEDRON™ Newszine Letters column.

By the way, Peter Hague's On Your Feet column has generated more mail than any other feature in the Newszine. HQ forwards comments on the column to Peter, unless the letter authors request otherwise. The following letter is another sample.

Peter, you prompted me to become a more involved RPGA Network member by your article in issue #45 of the POLYHEDRON Newszine. I found your gaming philosophy identical to mine. I have played in five tournaments and judged one. Rewarding good role playing of a laid back character in a tournament is difficult.

Smart gamers will choose a boisterous barbarian or powerful mage over any other character if they wish to advance in tournament play. These character classes allow a player to leave an impression. Background characters

Continued on page 31

POLYHEDRON™ Newszine (the official newsletter of TSR, Inc.'s ROLE PLAYING GAME ASSOCIATION™ Network) is published bi-monthly by TSR, Inc. The mailing address for all correspondence is: P.O. Box 515, Lake Geneva, WI 53147. Telephone: (414) 248-3625.

POLYHEDRON Newszine is mailed free to all RPGA™ members. US membership rates are $15 per year (bulk mail delivery only); foreign rates are $25 per year (surface mail) or $45 per year (air mail). All prices are subject to change without notice. Changes of address for the delivery of membership materials must be received at least 30 days prior to the effective date of the change to insure uninterrupted delivery.

POLYHEDRON Newszine welcomes unsolicited submissions of written material and artwork. No responsibility for such submissions can be assumed by the publisher in any event. No submissions will be returned unless accompanied by a self-addressed, stamped envelope of sufficient size.

Unless special arrangements to the contrary are made prior to publication, materials submitted to the Publisher for publication in POLYHEDRON Newszine are accepted solely upon the condition that the materials may be edited and published in POLYHEDRON Newszine or used in RPGA™ Network sanctioned tournaments, conventions, and events without cost to the Publisher. All other publication rights may be reserved by the author except that, upon publication, the Publisher is granted a first right of refusal to purchase any and all such publication rights offered for sale by the author. Solely for purposes of submissions for publication in POLYHEDRON Newszine and upon prior written agreement, authors may be granted a non-exclusive right to use TSR copyrighted material with proper acknowledgement; however, any use of such copyrighted material in the submission beyond the newszine without TSR's further prior written approval is prohibited.

In the event an article submitted for publication in POLYHEDRON Newszine contains material copyrighted by TSR, Inc., to such an extent as to make it impractical to separate those materials from the submission, TSR will retain copyright ownership of the article upon submission for publication.

However, if TSR makes use of the materials contained in the article for any product or commercial purpose beyond RPGA™ Network use, TSR will pay the author the then current fee for such product or purpose.

All letters addressed to the RPGA Network or to TSR, Inc., will be considered as submissions and may be printed in whole or in part at the discretion of the editor unless the sender specifically requests otherwise in writing.

Unless otherwise stated, the opinions expressed in POLYHEDRON Newszine are those of the individual authors, and do not necessarily reflect the opinions of TSR, Inc., the RPGA Network, or its staff.

© designates registered trademarks owned by TSR, Inc.
™ designates trademarks owned by TSR, Inc.
Most other product names are trademarks owned by the companies publishing those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status.

©1989 TSR, Inc. All Rights Reserved.

The New Rogues Gallery

Dimfist and Friends

by Greg Ferris

Orlem Brumanson (Fletcher)

5th Level Male Human Ranger

STR: 16
INT: 14
WIS: 14
DEX: 17
CON: 15
CHA: 16
COM: 14

AC Normal: 3
AC Rear: 5
Hit Points: 48
Alignment: Lawful Good
Age: 26
Weapon Proficiencies: Long Bow, Dagger, Staff, Long Sword
Special Abilities: Ranger Abilities
Languages: Common
Magic Items: *Long bow +1, 10 arrows +1, rope of climbing, cloak & boots of elvenkind*

Fletcher is 6′ 2″ tall and well built. He weighs 200 pounds. He has brown hair, a short beard, and bushy eyebrows. He wears a green tunic over his armor, and an old leather hat adorns his head. When on formal business, he wears a velvet cap in place of the hat. His legs are covered with deerskin breeches, and he wears moleskin boots on his feet.

Fletcher was born and raised in a small town named Dragon Valley. As he grew older he learned the ways of the woods and became a great hunter. Dragon Valley was not a peaceful place those days. Because of the strategic position of the valley, it was constantly under attack from orcs and other evil creatures. During one of these attacks Fletcher's father was killed. A short time later, Fletcher was named chief of the militia. He swore to put an end to the attacks and quickly built a powerful defensive army by gathering a band of rogues from the area. Most of the group were refugees from small towns that had been destroyed by the raiding orcs.

With their hate for their foes spurring them on, the rogues won a major battle against the unsuspecting creatures. Then, with their morale increased, they pushed the enemy out of the valley and successfully stopped the raids.

Fletcher was thrilled by his success, and decided to help others who were oppressed by the forces of evil. Many of the rogues went back to their homes, but two decided to follow Fletcher on his quest.

Fletcher is friendly and helpful to everyone he meets. While he has preformed many heroic deeds, he tries to keep a low profile. He is quite the romantic at heart and hopes to be married someday. He has no taste for knighthood, but he will go to any length to defend a friend or a lady in distress.

While not off adventuring, Fletcher loves to hunt and fish as he did when he was a child. He also has an undying love for home-made pies.

Grogg Dimfist

Male Hill Giant

AC Normal: 4
AC Rear: 4
Move: 12″
Hit Points: 55
#AT: 1
Dmg: 2-16 +7
Intelligence: Low
Alignment: Chaotic Good
Size: H (15′ 3″ tall)
Age: 19
Languages: Hill Giant, Some Common
Special Abilities: Hurl rocks 1″ to 20″ for 2-16 hit points, catch large missiles 30% of the time.

Grogg is a disreputable-looking individual. He not dress to impress, after all, he is a hill giant. However, he does wear an impressive owlbear coat; it is dirty and worn and shows its age, but it still keeps him warm. Grogg's limbs are dark and scarred, and his hair is long and gnarled. Grogg wears a black bear tooth on a thong around his neck—this marks him as an outcast from his people. He has several other cheap trinkets hanging from the thong. Despite his ragged appearance, a gaping grin usually can be seen on Grogg's unshaven face.

As he was growing up, Grogg noticed that he didn't like the cruel ways of his tribe. He couldn't understand why they killed seemingly innocent people just because "they were there." When he raised questions about this, the tribal leaders called him weak and cast him out of the tribe.

Grogg nearly died. He was not accustomed to providing for himself. Humans attacked him when he ventured close to cities, and even with his great strength the wilderness was too wild for him. Dying of starvation, Grogg accidentally stumbled into Dragon Valley.

Speaking only a little Common, Grogg begged the watch to spare him. Luckily, Fletcher was in the area and took pity on the creature. After being well fed, Grogg managed to get his story across to Fletcher and asked if he could stay in the area. Fletcher gladly accepted this offer, figuring that the giant's strength would come in handy. Grogg loved Dragon Valley and actually made a good number of friends (after they overcame their prejudice against giants).

After the orcs were defeated, Grogg decided to follow Fletcher on his quest.

Grogg is very friendly—when someone gets close enough to notice. He lives day by day and will do anything he can for people if they ask him nicely.

He loves to listen to music and is always looking for someone who will teach him to play an instrument. If he could find an instrument large enough for him to play he would be happy. He also likes to collect things like shiny rocks and trinkets for his necklace. *Grogg is not as naive as he seems;* he has a great understanding of human nature. He feels no great pain at having to leave his tribe, since they were so cruel.

Olvg Pumilo

5th Level Male Dwarf Fighter

STR: 17
INT: 14
WIS: 15
DEX: 13
CON: 16
CHA: 15
COM: 12

AC Normal: 2
AC Rear: 4

Continued on page 30

The Bell of Zetar

An AD&D® Game Adventure for 4-6 Characters Levels 3-5

by Dave Schnur & the Circle of Swords

DM's Background

This adventure centers around the retrieval of a great relic, the Bell of Zetar, being sought by a group of clerics. It is an iron bell coated in pure gold. The relic has been lost for many centuries. However, tales of the Bell have recently surfaced which hint that it is hidden in the Guardhouse of Gothos. Decades ago the guardhouse served as a rest stop for weary clerics traveling from their temple to work in faraway lands. However, the guardhouse has not been used for at least 30 years, and nobody ever thought to look for the Bell there. Rumor has it that the guardhouse recently has been overrun by evil forces, which now supposedly have unearthed the Bell. It is assumed these evil forces plan to take over the country.

Legend says the Bell was forged by the god Apollo, and that the Bell hung in a high steeple in a land called Zetar. There, clerics regularly rung it to honor the deity and their proud country. The Bell is the oldest relic associated with the deity's cult, and therefore very, very valuable. The clerics believe their order could swell and become powerful if the Bell is returned.

Zetar, like many great cities that refused to progress with the rest of the world, withered long ago. The Bell is the only intact object from that ancient city. This makes the Bell also valuable to historians.

The clerics, desperate to gain the Bell before any historians can, have summoned the player characters and beseeched them to undertake this mission.

All the action in this adventure takes place at the guardhouse. The trip to the guardhouse will be uneventful, so this will be a good opportunity to let the PCs compare spells and equipment and prepare themselves for the assault.

The guardhouse is controlled by an evil magic-user, Cargaul, who has been collecting monsters to build an army. Eventually the mage plans to use the army to take over this part of the country. Fortunately for the PCs, the mage is out gathering more monsters and evil cohorts when they descend on the guardhouse. Still, they will have plenty to fight given the number and type of the mage's forces there.

Cargaul does not know about the Bell. There are several bells in the guardhouse, and he has no idea that a few of them are valuable and that one of them is a relic. He has allowed his monsters and evil cohorts to play with the bells and other furnishings. Because of this, the relic is in pieces. A small group of duergar is using the Bell as a cooling tub; a spriggan (when giant-sized) is using the clapper as a club; and a group of greedy verbeeg have melted the gold off it. The Bell will have to be assembled again for it to be of any value to the clerics or historians.

To be successful in their mission, the PCs should recover the parts of the Bell and bring them to the clerics. In addition, the clerics will look kindly on them if they also wiped out most of the monsters at the guardhouse.

Players' Background

The Brotherhood of Apollo assembled you, asking that you combine your abilities to complete a most important mission. The Bell of Zetar, a relic from the ancient land of Zetar, has been lost for centuries. However, recently information has surfaced that the Bell's last known whereabouts was a place called the Guardhouse of Gothos, located in a sprawling valley.

The clerics explain that the Bell is the oldest relic associated with their order, and therefore vital to the temple. It also is the only intact object from Zetar, which vanished into history ages ago. Because of this they warn you that historians could be seeking the Bell also. But the clerics are quick to point out that the historians do not need the Bell.

The clerics described the Bell as large, incredibly heavy, and shining with the purest gold. The Bell makes a beautiful tintinnabulation when rung. However, the clerics warned you not to ring it, as the Bell has a crack in it. The Bell cracked when it was rung as a call to arms during Zetar's last great battle. The clerics promised you will each receive 3,000 gp when the Bell is returned to Apollo's temple. There will be a bonus if you can show proof that you also helped to defeat the evil forces at the guardhouse.

The clerics did not know what kind of evil creatures are there, although their informants hint that they include malformed men and short men with knives.

To help you on your way, the clerics gave you each a *potion of extra healing*. In addition, they have given you the use of a large covered wagon and four strong horses so you can transport the Bell back to the temple.

They could give you no further information. And even though you recognized the danger, you accepted the mission and set off to retrieve the Bell. You have traveled two days. Your goal is near.

The Guardhouse of Gothos

You have crested a hill and see the Guardhouse of Gothos in the valley below you. The valley, once green, is in the midst of a terrible drought. Trees are dying, the grass looks as if it has been scorched by the hot summer sun, and you see no animals. The only semblance of life in this landscape is the stagnant moat which surrounds the guardhouse and the few weeds that grow along its edge.

The guardhouse is in severe disrepair. Battlements circle the keep, with two multi-level towers on the south and west sides. The southern tower has collapsed and lays in ruins on both sides of the moat. All the keep's upper floors appear to have been destroyed.

A drawbridge extends over the moat. From this distance you think it is big enough to handle the wagon—if you want to take the wagon down there.

What happens next is up to the PCs. They will have no encounters in the valley. They cannot hide the wagon in the valley because of the lack of cover. If they want to hide the wagon, they will have to leave it outside the valley. If they decide to take the wagon inside the guardhouse walls, it likely will be taken apart by the monsters there.

1. Drawbridge

The drawbridge appears to be broken, with part of it hanging into the moat. Beyond the drawbridge is a gate, which is hanging halfway open. The moat water is murky and smells bad, but is harmless. Despite appearances, the drawbridge is sturdy, but it will creak a lot if the PCs cross it. If a character with tracking ability checks the drawbridge for tracks, he will find traces of many men, horses, and wagons going in and out of the guardhouse.

2. Bell Tower

There is a hole and a door in the tower's first floor. Steps lead to the upper floors and to the belfry on the top floor. The bell is not visible from the ground. The upper floors are narrow, only staircases and landings where arrow slits pierce the walls. The belfry has a large brass bell here with a crack in it.

If the PCs enter this tower, they will hear a dull clanging noise, occasionally followed by a snort. This noise will persist until they start to climb the stairs. If the PCs take special precautions to be quiet while climbing, the clanging will continue.

You climb the stairs, carefully treading on the crumbling steps. Emerging at the top, you see a circular room in ruins. The roof is partially collapsed, but hanging from a thick wooden beam about 20 feet off the floor is a large brass bell. The bell has a big crack in it, and there seems to be an inscription on the outside. A rotting rope hangs from a bar above the bell. Obviously the rope is used to ring the bell.

This room also is occupied by Mawrgereth and Mourgerith, two ill-tempered margoyles in the service of Cargaul. They are stupid and bored.

They have been tossing rocks at the bell to see which one of them can get it to clang louder. So far, Mourgerith is winning. When they hear the PCs coming up the steps, the margoyles will temporarily suspend their game. Though chaotic evil, they will not attack the party, and stay hidden in the rafters, unless the party does anything other than look at the bell. The bell is cracked because the margoyles threw too many rocks at it.

If a PC tries to ring the bell, take the bell down, or gets up high enough to read the inscription, Mawrgereth and Mourgerith will get angry and will pelt the party with rocks (1d4 damage) while still trying to remain hidden. If the party does not leave the bell alone or is

persistent in trying to find out what is throwing the rocks, the margoyles attack. This is their bell, and they will fight to the death to keep it.

The margoyles each have a small treasure stashed under the debris in this room. Mawrgereth's: a six-piece set of silverware (worth 100 gp), a small bronze casting of a mindflayer (worth 30 gp), a jar of small, pickled fish, and a necklace of spoiled garlic (owned by a previous tower resident). Mourgerith's: 20 gp, an empty bottle of cologne, a *dagger +1*, and a set of wine glasses protected in padded box (worth 68 gp).

The inscription on the bell reads: "Presented to the Gothos Guards for extreme bravery and dedication may your pride outshine this bell."

Margoyles (2): AC 2; MV 6″/12″ (MC C); HD 6; hp 27 each; #AT 4; D 1-6/1-6/2-8/2-8; THAC0 13; AL CE; SD Immune to normal weapons, *invisible* against stonework 80% of the time.

3. Tower

This tower has mostly collapsed. The first floor has folded bedding and appears to have been used as a shelter for men. The upper floors are non-existent.

4. Courtyard

> The guardhouse's courtyard looks abandoned. There is no sign of life, and the entire area has fallen into disrepair. From your vantage point you can see stairs leading to the keep. One set of stairs leads to a door to the northwest. Another set leads to a door to the northeast. There are several hitching posts in the courtyard, but no horses. Four small wagons, in good repair, stand near the posts.

A successful tracking attempt will reveal that there has been traffic here recently: human, animal, and otherwise. Both stairways have been used recently, but the set to the west has had the most use.

The wagons contain many sets of large, heavy chains and manacles. They are used to hold monsters and other assorted creatures Cargaul acquires. The chains can be removed from the wagons, but they are heavy and make a lot of noise. There are traces of many more wagons in the courtyard. The PCs will lose their wagon and horses if they leave them here. Curious monsters from the guardhouse will tear apart the wagon and take anything left in it (they know there is nothing in Cargaul's wagons, so they leave them alone). Hungry monsters will kill and eat the horses.

5. Empty Lair

This room used to be occupied by a troll Cargaul captured beyond the valley. The room is a shambles; the troll smashed everything it could reach. Cargaul gave up on the creature and had it killed. A thorough search will reveal a burned spot where the troll met its demise (along with some iron arrowheads from the flinds in area #10, who slew the beast), and a length of chain similar to the chains in the wagons outside.

6. Barracks

The furniture in this room is decayed and the place is a mess, but not a total wreck. If the PCs check this room carefully, they will find bedding for about a dozen men, several pairs of worn boots, a razor, lots old dirty socks, and a crumpled letter. The letter reads:

> Deer Ma:
>
> Werk has been pretty good lately. We go out an katch monsters and bring them bak. Boss is trying to asemble some kind of army and then is gonna take over. I'll send for ya after we're in control.
>
> The food's lousy, but I'm used to it after yur cookin. Sometimes it's hard to sleep around hear, two. There's a few bells that some of the monsters play with. I'm not about to tell a monster to shut up. Larry tried that and Larry got eaten.
>
> Well, gotta go. The boss is takin us out to get more monsters. Stay well.
>
> XXXXXX, Broose

7. Conference Room

This place shows no sign of recent use. Broken tables and chairs are thrown about. A fine, but non-magical, long sword is under some debris beneath a large table. At the head of the table, sitting atop several pieces of paper, is a bell approximately eight inches high. The bell was used to call meetings to order. It is dusty, but still functional. The bell is made of silver and worth 140 gp. If PCs take the bell, it will ding and could alert monsters as the PCs approach various rooms—unless they do something to secure the clapper. Something vile has been spilled on the papers, and they are illegible.

8. Trophy Room

> Stuffed heads of game animals and assorted monsters hang on every wall here. Like the others you have visited, this room has not been cleaned for a long time. Spider webs drape on the heads and cling to the large trophy cabinet opposite the doorway. Glints of metal shine through the cabinet's glass doors. Other cabinets are smashed on the floor, their contents perhaps taken by previous visitors.
>
> The floor sports a large tiger skin rug and an even larger polar bear rug. Shards of broken furniture and glass from the shattered cabinets lay sparkling on the rugs.

There is nothing of value in the broken cabinets. However, the cabinet standing upright contains assorted hunting medals and silver cups. There are 12 pin-backed medals (worthless), 10 silver cups (each worth 200 gp), a golden arrow (worth 550 gp), and a small brass statue of an archer (worth 200 gp). However, it will take a little work to get to this treasure. The glass was ensorceled by a friend of the former resident, who used a *glassteel* spell, keeping this cabinet intact. The PCs will not be able to break the glass by normal means. In addition, the cabinet is bolted to the wall, so going in through the back of the cabinet only will work if the PCs are willing to make a lot of racket. The front of the cabinet is locked and trapped with a poison needle.

The heads (if the PCs ask about them) include a tiger, elephant, five assorted herd animals, cheetah, giant goat, a stench cow, yeth hound, giant porcupine, rock reptile, and a very large head barely visible through a thick mass of spider webs. It has a central eye with a few eye stalks above it. This is a spectator, which is guarding the tiger skin rug. The rug is actually a flying carpet, which the previous owner considered his most prized possession—his "flying tiger." The spectator, Lymbertun, killed several of Cargaul's minions, but the mage has not mounted any reprisals because he is hoping to recruit the monster. All of Cargaul's followers have

been ordered to leave Lymbertun and this room's contents strictly alone until the mage figures out what to do.

Lymbertun is lonely, and is willing to talk to the PCs if they are in the mood for a conversation. He will tell them to leave the flying tiger alone or he will be forced to kill them. However, the spectator does not care if they take the medals and objects in the case. He will even instruct them how to open the case—provided they are polite to him.

Lymbertun wants to know what the PCs are doing here and what has been going on for the past 89 years. He has not been able to leave this room, but he has heard all sorts of weird noises in the hallway outside. He knows some of the noises are made by monsters—he killed a few of the beasties who tried to take a nap on the flying tiger. He has also seen a few "short men" (spriggans in normal form) who smashed the cabinets. The men didn't seem very pleasant, so he didn't tell them how to break into the remaining cabinet.

Lymbertun was here when a group of Apollo's clerics came to inspect the guardhouse. He thought the clerics were an odd sort. They were afraid of him and didn't want to carry on a conversation. They were wrapped up in spreading the teachings of Apollo, which the spectator wasn't at all interested in. Some of them talked about the beautiful bells in this guardhouse. Lymbertun heard one of them talking about the Bell of Zetar, but he has no idea if it is here. And even if it is in the complex, he has no guesses about its whereabouts since he's never left this room.

Lymbertun will try to keep the PCs here as long as possible, drawing out the conversation and revealing his information a tidbit at a time.

Spectator: AC 4/6; MV 10″; HD 4+4; hp 22; #AT 1; D 1; THAC0 15; AL LN; SA Small eyes project *create food and water, paralyzation* (5d4 rounds, range 90′) *cause serious wounds* (range 90′), and *telepathy* (range 120′, communication or *suggestion* to leave peacefully); SD MR 5%, central eye reflects one spell per round.

9. Bed Chamber

When the PCs open this door they will hear a faint ringing. There is a bell attached to the back of the door which rings every time the door is moved. There is nothing valuable here.

10. Guardroom

This room is the living quarters for six flinds. They are not happy with the arrangement they made with Cargaul. They were told there would be some action and lots of treasure for the taking. So far, they have lost what little treasure they had; the verbeeg in area #20 took all their gold.

Initially, the flinds will believe the PCs are some of Cargaul's men, and will not attack—but they will grumble a lot. However, if the PCs begin to ask questions about the complex, they will become suspicious. The flinds attack when they believe the PCs are not associated with Cargaul. They will be happy if they discover the PCs are not supposed to be here. The PCs might have treasure that will make up for what the verbeeg took. If the PCs fought the spectator in area #8, the flinds might have heard the battle (especially if it lasted a while), and will automatically suspect the PCs and pick a fight with them.

If the PCs stay on friendly terms with the flinds, the flinds will warn them about the verbeeg, "who are greedy and take other creatures' belongings."

Flinds (6): AC 5; MV 12″; HD 2+3; hp 12 each; #AT 2; D 1-4+special or arrow; THAC0 15; AL LE; SA Hit causes save vs. wands or be disarmed, +1 "to hit" due to strength.

11-12. Guardroom

These rooms each contain three spriggans. They are accustomed to noise from the flinds and will not investigate any disturbances in area #10. However, if the PCs fought the spectator in area #8, they will be on the alert, and the three in area #12 will turn into giant form. The remaining three will try to hide in the shadows in their room, prepared to backstab any strangers who enter.

Even if the PCs did not fight the flinds or the spectator, the spriggans will not be friendly. They are suspicious of everyone and everything. However, if the PCs are able to get information out of them (posing as Cargaul's lieutenants is the best way), the PCs will learn there are a few large bells downstairs. The spriggans are not interested in the loud things. One of the spriggans even pulled the "noisemaker" out of one so there would be a little peace and quiet; now he's using it as a club.

If the PCs defeat the spriggans in a fight and examine the bodies and weapons, they find 100 sp on each spriggan, and six weapons: five axes and one odd-looking iron club with a hole in the handle. The club is the clapper from the Bell of Zetar. It is iron because the gold has been melted off. The spriggans also have 1,000 gp and a 250 gp ruby hidden under a stone in room #12.

Spriggans (6): AC 3 (5); MV 9″ (15″); HD 4 (8+4); hp 18 (40) each; #AT 2; D 1-6 (2-8/2-8); THAC0 15 (12); AL CE; SA Assume giant form or return to small form at will, *affect normal fires, shatter, scare* (-2 to save), has gnome thief skills at level 8 and 18 Dexterity, including backstab for triple damage, cannot use magical or thief abilities in giant form.

13. Stairs

This room has stairs leading up and down. The stairs up are blocked by stone and rubble. The stairs down are littered with rubble, but are passable (do nothing to reassure the PCs).

Two rock reptiles on chain leashes are hiding in the rubble blocking the stairs up. The chains reach to the door. The reptiles will attack when the party enters. Their two large silver bowls (each worth 140 gp) are laying in the stairwell. Cargaul uses these as feeding bowls for the reptiles.

Rock Reptiles (2): AC 3; MV 6″; HD 5+6; hp 29 each; #AT 1; D 1-4+5; THAC0 14; AL N; SA Warty hide blends with rubble, surprise opponents on a 1-3.

When the PCs climb down the stairs, read the following:

> As you descend, a high, annoyed voice rises to meet you. "I don't know what you're talking about. I'm not a spy or an infiltrator or whatever else you're trying to call me. I just got lost. Understand? I was wandering in this dead valley and I just got lost. Hey! quit poking me. That hurts. I saw this old building and went inside to get out of the sun. Oh, my bag. Well, I figured while I was here I might as well pick up a few things. I didn't know anybody was living here. Hey! cut that out!"
>
> There are other voices filtering up from the bottom of the stairs. These voices are lower and gruffer and evidence a considerable amount of impatience. "Don't believe you," one says. "No. You're a spy. Only spies

would tell a stupid story like that. The master will hurt you worse than we're hurting you, spy. So you better talk."

Following the reply, you hear the shuffling of several pairs of feet and an occasional "ouch" and "cut that out."

The noise is coming from area #14.

Level One

14. Guardroom

Eight mongrelmen have captured Aloiwishius Lumthox, a historian who snuck into the guardhouse in search of the Bell. The mongrelmen are "interrogating" Aloiwishius by poking him with sticks. They know he is not supposed to be here—especially because he has a sack filled with small items he pilfered from the guardhouse. Most of these items are valuable, but also are of historical interest to Aloiwishius.

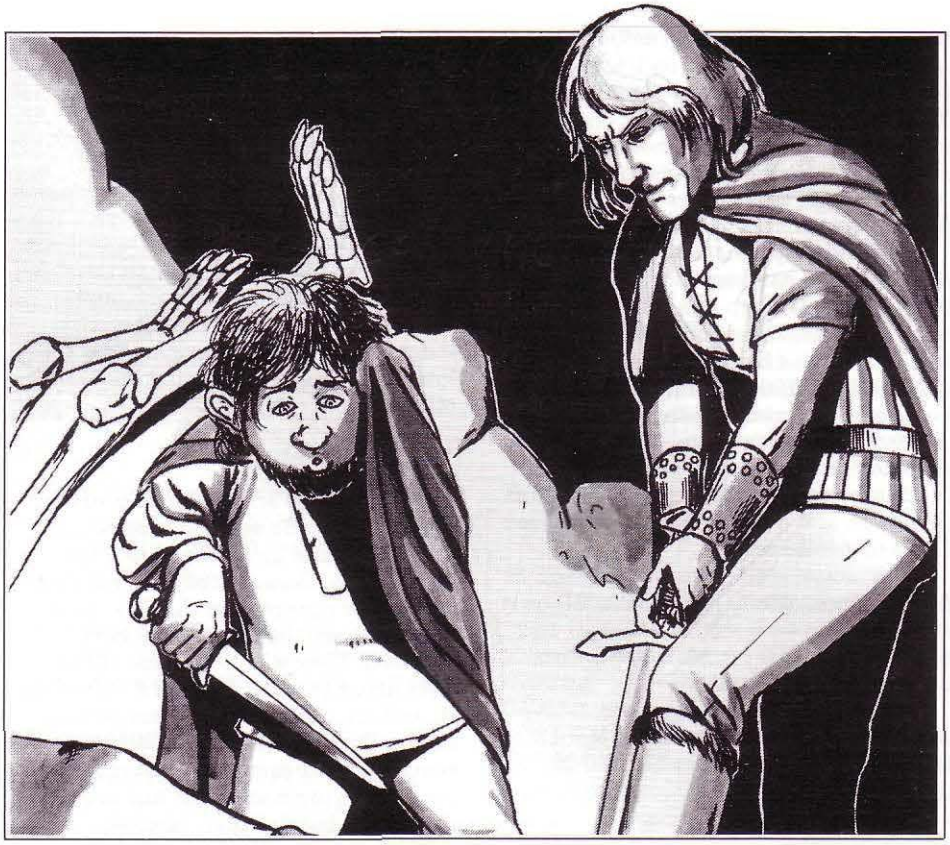
The mongrelmen aren't quite sure what to do with Aloiwishius since Cargaul isn't here. However, they hope to get a lot of information out of him, which they will relate to Cargaul. They hope this will get them a considerable bonus.

The mongrelmen will become upset if the PCs show themselves, because the PCs also obviously are not supposed to be here. Two of the mongrelmen will stay with Aloiwishius, and the remaining six will deal with the PCs. They will begin by ordering the PCs to surrender. They would prefer to catch them peacefully, because they are certain Cargaul would be more happy with intact prisoners. They will not attack unless the PCs obviously are going to fight.

The mongrelmen will not voluntarily relinquish their prisoner.

Aloiwishius snuck into the complex with the aid of a *potion of invisibility.* He has been here for several hours and has been gathering small items he plans to keep and study. He will not give the PCs his sack of "trinkets" under any circumstances. He will even fight to keep it; history and finding relics is his life. And being in this guardhouse, where the Bell of Zetar is rumored to be kept, is like being in paradise to him.

He will not willingly tell the PCs he is here looking for the Bell. He will say he



is a simple merchant gathering trinkets for his shop. Indeed, all the items in his bag are small, so they will back up his story. He will not tell the PCs he got in here with the aid of a potion, as he doesn't want them to find the other potions he has. Aloiwishius is carrying a *potion of healing* (in case he gets hurt) and a *potion of hill giant strength* (so he can carry the Bell out). In addition, he has one pack of *dust of disappearance,* which he plans to cover himself with when he sneaks out. (He didn't think about the Bell being visible.)

Aloiwishius is curious and will ask the PCs lots of questions about what they have uncovered. However, he is also sly, so he will ask his questions carefully to keep them off guard and to hide his intent.

He will be be eager to accompany the PCs, since they are obviously exploring this place. He will even pay them 30 gp to allow him to come along. He will be concerned if they tell him they are after the Bell of Zetar. If they reveal this, he will ask what they plan to do with it (and probably will become visibly upset if they mention giving it to the clerics). Depending on the situation and the PCs' friendliness toward him, Aloiwishius will begin to talk about the historical significance of the Bell and that it should be in a museum where historians can study it. "Mind you I'm not a historian. I just know about some of these things. My wife reads history books to me, you know."

If the PCs do not let Aloiwishius accompany them, he will go off on his own, destined to run into them again and again later in the complex. If the PCs try to force him to leave, Aloiwishius will pretend to leave by going up the stairs, but will return later to pester them.

If Aloiwishius is allowed to go with the PCs, he will be a continual annoyance, as he wants to look in every room and behind every crumbled rock to see if there is a "trinket" to add to his collection. He will occasionally make comments about the structure being at least 200 years old, noting the architectural style, and studying marks on the wall. If the PCs become suspicious of his behavior, he will credit his knowledge to the history books his wife reads to him. He would like stay with the PCs because they afford him extra protection. He plans to get the Bell, despite their presence, and is trying to formulate plans to ditch them and acquire it. He will avoid hurting the PCs, however.

The mongrelmen's treasure consists of 8 gp, 200 sp, 18,000 cp (which will over-

load the characters if they take it), two sets of brass sleigh bells on leather bands (which are old and will interest Aloiwishius), nine bells—each one larger than the last—which when rung in sequence sound like a handbell choir (worth 50 gp), and a carved statue of a parrot (worth 100 gp).

Aloiwishius' trinket bag holds two small wooden carvings of children (worth 30 gp, 130 gp to a collector), a quartz candle stick (worth 60 gp, 200 gp to a collector), a brass monkey paw (worth 40 gp, 180 to a collector), an ivory rose fastened to a small, carved wooden box (worth 50 gp, 300 gp to a collector), an old dagger with a copper-inlaid pommel (worth 25 gp, 250 gp to a collector), and a very old doll (worthless, 70 gp to a collector).

Mongrelmen (8): AC 5; MV 9"; HD 4@2, 4@3; hp 4@8, 4@19; #AT 1; D 4@1-6, 4@1-8; THAC0 16; AL LN; SD Camouflage, sound imitation.

Aloiwishius Lumthox: AC 8; MV 12"; L 0; hp 6; #AT 1; D knife; THAC0 20; AL NG

15. Storeroom

The door to this room has three visible locks. A thief must successfully open all three locks to open the door. Otherwise, it will take a combined strength of 40 and a lot of noise, or two *knock* spells, to get it open. The door is not trapped.

> The walls here are lined with odd-shaped suits of leather armor and studded leather armor, over-large helmets, and a variety of weapons. There is enough weaponry and armor to equip a few dozen creatures.

The armor has been modified so it will fit flinds, mongrelmen, and whatever else Cargaul can find. The weapons are of poor quality, but usable. There are 10 short swords, 10 long swords, eight broad swords, 12 bastard swords, and three two-handed swords.

16. Storeroom

This room is secured like room #15. It is filled with 50 giant-sized spears (for the verbeeg and whatever else can use them). It is doubtful the PCs can use these because they are too large, heavy, and awkward.

17. Hallway

The "X" in this area indicates a pressure-sensitive trap that triggers an alarm in area #20. Five rounds after the PCs step there, armed verbeeg will arrive to investigate. If the PCs are still in the hallway when the verbeeg appear, a fight will ensue. The verbeeg know who is supposed to be in the complex, as Cargaul "introduces" newcomers to them. The verbeeg are the mage's best fighting force, as they follow his orders precisely and keep the others in the complex in line.

18. Cell Block

This area holds 38 human prisoners of various ages and sexes. These people are 0 level and have from 1 to 6 hit points each. Because they are tired and weak they cannot help the PCs. However, they will be grateful for being released. They will take some of the equipment in room #15 if the PCs allow it, and are confident they can escape safely. The prisoners do not want to remain in this complex. Most of them are wandering merchants and are anxious to get back to their families.

There is also a large sack moving in one of the cells. The other prisoners do not know what is inside. The door to this cell—and the majority of the others—is wood, with a small iron grating at eye level. Inside the sack is a rust monster, and the iron grating it smells is making it hungry and frustrated. If a PC enters the cell to open the sack—and that PC is wearing metal—the rust monster will turn its hunger on the PC.

Rust Monster (1): AC 2; MV 18"; HD 5; hp 31; #AT 2; D nil; THAC0 15; AL N; SA touch destroys metal.

19. Storeroom

> Crates, boxes, and barrels line the walls of this room. Rats scurry over the boxes and skitter behind them when you step inside. The room smells musty, but is clean.

There are 25 normal rats here. They do not fight, but evade the PCs by hiding in some of the crates or slipping into cracks in the walls. The crates and boxes contain heavy material: metal plates (which could attract the rust monster from area #18 if it is running loose), large boots, and dried fruits and meats (some of which have eaten away by the rats). There is enough food here to feed a lot of people for several weeks. The barrels contain cheap ale and watered wine.

If Aloiwishius is with the PCs he will want to check every crate to see if anything is old or valuable. He will even stay here for a while if the PCs abandon him. However, he will catch up to them later. When he does, he will be dejected because there is nothing of interest here.

20. Guardroom

Five Verbeeg live here. If the PCs come here before stepping on the alarm in area #17, or find a way to avoid the alarm, the giants will be engrossed in a game of dice. However, these giants are alert, and any reasonably loud noise or talking will cause them to gather up their weapons and prepare for a fight. The verbeeg will throw spears first, then close to melee. If the party does not come into the room, they will press the fight out into the hallway.

Each verbeeg carries 50 gp and has 200 gp in his footlocker. Two footlockers also contain sets of keys to the cells in area #18, and a third footlocker contains keys to the cells in area #23.

The secret door is so well used that the PCs can find it automatically if they search the south wall.

If any of the verbeeg are captured and questioned, they will be as evasive as possible. However, they are not stupid and would prefer to live and escape rather than die for Cargaul. They know the mage has been gathering creatures, such as mongrelmen and flinds, to build an army which he plans to use against some of the smaller towns around here. The verbeeg also know the current monster gathering trip is the mage's last, as he believes only a few more monsters will be enough to accomplish his task; the verbeeg agree. Any town being faced with spriggans, verbeeg, mongrelmen, margoyles, and fighters will quickly surrender. The verbeeg are aware that if the PCs defeat the forces here, they will wipe out Cargaul's plans. They will try not to reveal the nature of the creatures downstairs.

The verbeeg know there are quite a few bells in this place, and find them somewhat annoying. Only if the PCs ask the right questions and promise the captured verbeeg freedom will they learn the giants melted the gold off one of the bells. The gold is safe—all 24 bars—under a stone in this room. If the

PCs ask if there was anything left of the bell, the verbeeg will reply nothing of value, since it was cracked. They discarded the iron bell and kept the gold.

Verbeeg (5): AC 2; MV 18"; HD 5+5; hp 2@25, 3@36; #AT 2; D 2@1-6+3, 3@1-8+3; THAC0 14; AL N; SA throw spears for 1-6+3

21. Stairway

The stairs vanish into the darkness below. The steps lead 200 ft. down to level 2. There is grillwork on either side of the stairs with open space beyond. Hidden behind the grillwork are four boggles, two on each side. When the boggles see the PCs coming—they know the PCs are not supposed to be here—they will squirt black oil on the steps. A PC walking on the oil must make a Dexterity check at -2 or tumble 1d20 feet down the stairs (2d6 damage). The boggles will try to snatch exposed items from fallen PCs, the snatch is successful on a roll of 10 or better on a 1d20.

The PCs will not be able to reach the boggles unless they use spears or pry open the grills with a successful *bend bars* roll. If the PCs try to fight rather than quickly escape, the boggles will be pleased to have people to pick on. The cavities behind the grillwork are 20' square. The north cavity holds 30 gp, a *dagger +1*, 30 green marbles, and two flasks of black oil. The south cavity has a brass vase (worth 50 gp, 300 to a collector), four iron spikes, 30 feet of rope, and five blue candles.

Boggles (4): AC 5; MV 9"; HD 4+3; hp 23 each; #AT 3 or 5 D 1-4/1-4/1-4; THAC0 15; AL CN; SA Skin secretes slippery black oil, *dimension door* through any complete frame, drop from above and add rear claw attacks (1-4/1-4); SD *Fire resistant,* melee weapons inflict -1 hp per die of damage.

Level Two

22. West Wing

A. This door opens outward toward the stairs. If the PCs open the door, two inanimate skeletons fall into the room. There are long scratch marks visible on the inside of the door as if something was trying to get out.

The character who opened the door will notice a huge manta-ray-shaped creature on the ceiling, apparently waiting to drop onto the party. This is a dead lurker above; it was placed here to scare off any intruders. It looks alive, however, and the party cannot tell it is dead unless they actually poke it.

B. This whole area is choked with old dusty spider webs. The party can tear through them at normal dungeon movement rate, but this will send up clouds of blinding, choking dust. Burning the webs fills the whole area with acrid smoke, forcing the PCs back to area A.

C. The walls here are blackened from several *fireballs* cast long ago. The secret door is +2 to find because of the soot.

D. Opening these double doors causes a dart to spring out of the south wall. It automatically hits a PC, inflicting 1d4 points of damage.

E. Opening this false door causes rubble to fall from above. All PCs within a 5' radius of the door will take 2d6 damage.

23. Holding Area

A. This room is locked. PCs listening will hear hissing noises. There are six constrictor snakes inside. The mage caught them on his last trip.

Constrictors (6): AC 6; MV 9"; HD 3+2; hp 17 each; #AT 2; D 1/1-3; THAC0 16; AL N; SA Constriction.

B. This room is also locked. Inside are four huge pedipalps.

Huge Pedipalps (4): AC 4; MV 9"; HD 2+2; hp 10 each; #AT 3; D 1-6/1-6/1-8; THAC0 16; AL N; SA Grip.

C. This room is double-locked. There are two blindheims inside.

Blindheims (2): AC 1(3); MV 9"; HD 4+2; hp 22 each; #AT 1; D 1-6; THAC0 15; AL CE; SA Blinding stare.

D. This room has iron-reinforced doors sealed with two sturdy padlocks on each door. Inside are two hook horrors chained to the east wall. If the PCs listen at the door, they will hear clicking and chains rattling. The chains are long enough to allow the hook horrors to reach either door.

Hook Horrors (2): AC 3; MV 9"; HD 5; hp 27 each; #AT 2; D 1-8/1-8; THAC0 15; AL N; SD Surprised only 10% of the time.

24. East Wing

A. This door is trapped with a poison needle.

B. This 30' wall section will slide west (to the dotted line) when a PC steps on the floor in area D. The wall retracts when the secret door is opened. The door takes three rounds to open or close.

C. These indicate covered pit traps. Characters stepping on these sections will fall into a pit 10' deep and lined with broken pottery and metal (2d6 damage).

D. This is the trigger for the sliding wall at area B.

E. These doors are double locked and trapped with poison needles.

F. This area is trapped with a *glyph of warding.* PCs entering this area must Save vs. Spells or flee for 1d8 rounds.

G. This door has a special pick-resistant lock. Subtract 10% from open locks rolls.

H. There is a very large cast iron bell in this corner, but it is not the bell the PCs are looking for. It was never covered in gold, and it is not cracked. The clapper is missing (it is nowhere in the complex), but the the clapper from area #11-12 will fit it. This bell was hauled here by the mongrelmen in area #14.

25. Anteroom

A. This room has a polished marble floor that reflects the light cast by the lit torches that line its walls. There is nothing else here.

26. Unused Room

A chill breeze wafts through this room, probably coming from the many cracks in the west wall. The room is dirty and smells musty. It appears not to have been used for a long while.

There is nothing in here. However, the PCs may want to waste some more time here.

27. Hallway

The faint sound of hammers hitting metal (from area #28) is audible here.

28. For Whom The Bell Toils

> Weapons and armor in various stages of completion line the walls and fill the benches in this large, smokey room. Two anvils sit on low, crowded work tables. Bits of chain and pieces of metal are strewn about the floor. A metal cooling tub is sunk into the floor between two burning furnaces. More than a dozen dark dwarves are hard at work with hammers, saws, and files.

The dark dwarves are duergar, hard at work making arms and armor. They were hired as blacksmiths, and would prefer not to fight. However, if the PCs start a fight, they vigorously will defend themselves. The tub is the Bell of Zetar, but the PCs will not discover this unless they pry it out and carefully inspect it. The duergar mended the crack so they could use it as a tub. The duergar will gladly let the party have the bell if this will prevent a fight, but they will not confirm or deny that it is the one the PCs are looking for.

Duergar (15): AC 4; MV 6″; HD 1+2; hp 7 each; #AT 1; D 1-6; THAC0 18; AL LE; SA Psionic ability 71, BCD/FGH, psionic disciplines at 1st level mastery *expansion* (1′, +1 damage), *invisibility, molecular agitation, reduction;* SD +4 to saving throws, immume to *illusion/phantasm* spells.

29. Storage

This room is filled with scrap metal for the duergar. A path to the north door has been cleared through the heaps of rusty scrap.

30. Barracks

This room is the sleeping quarters for the duergar. It is untidy and smells like sweaty, unwashed dwarves. There is a total of 2,000 gp and 13,000 sp hidden in the bedrolls.

31. Shrine of Apollo

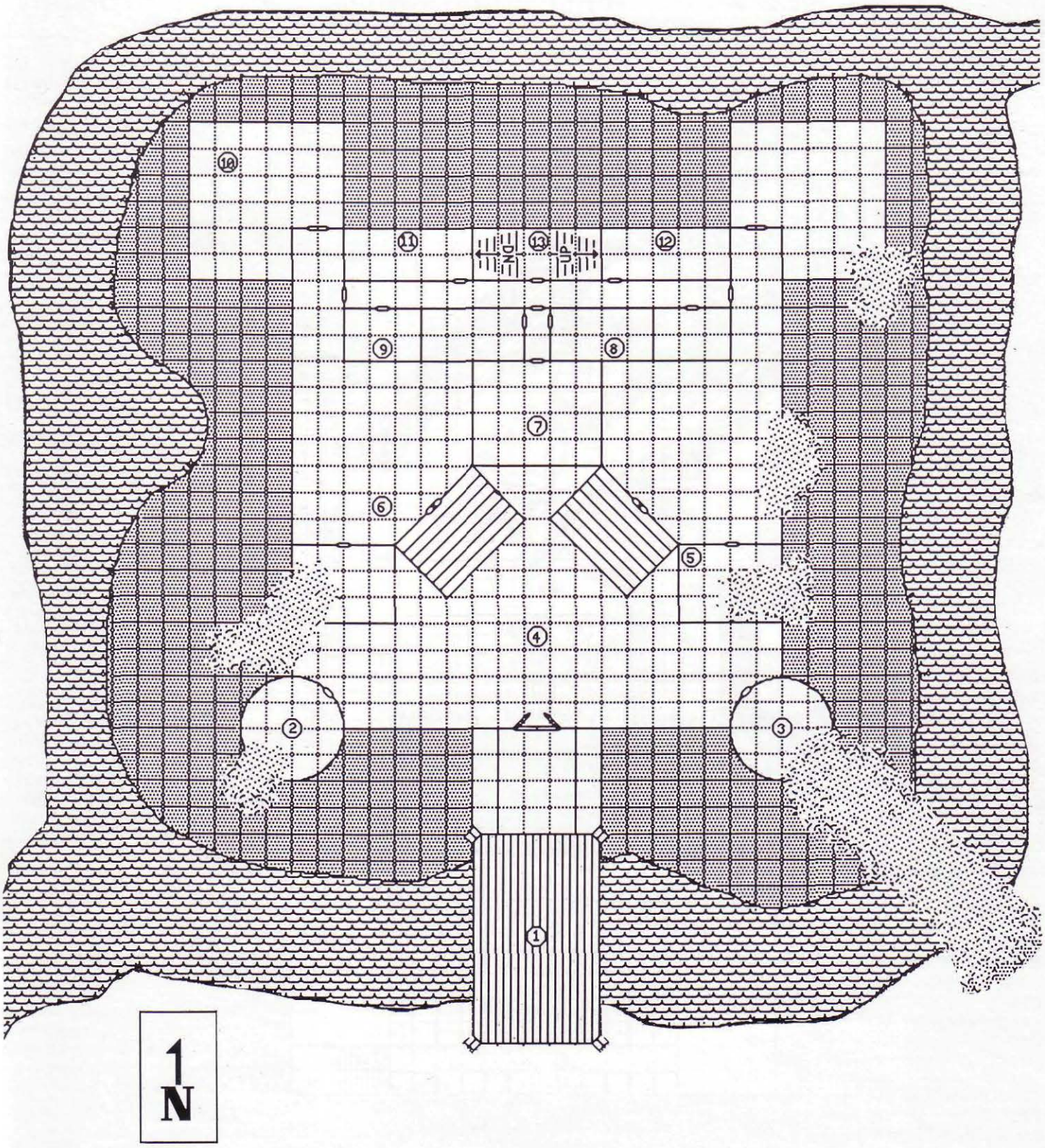
The shrine is hidden behind the secret door. If Aloiwishius is still with the party, he will begin scampering about the room trying to pick up all the small relics. There are old candle holders, brass plates, and assorted figurines.

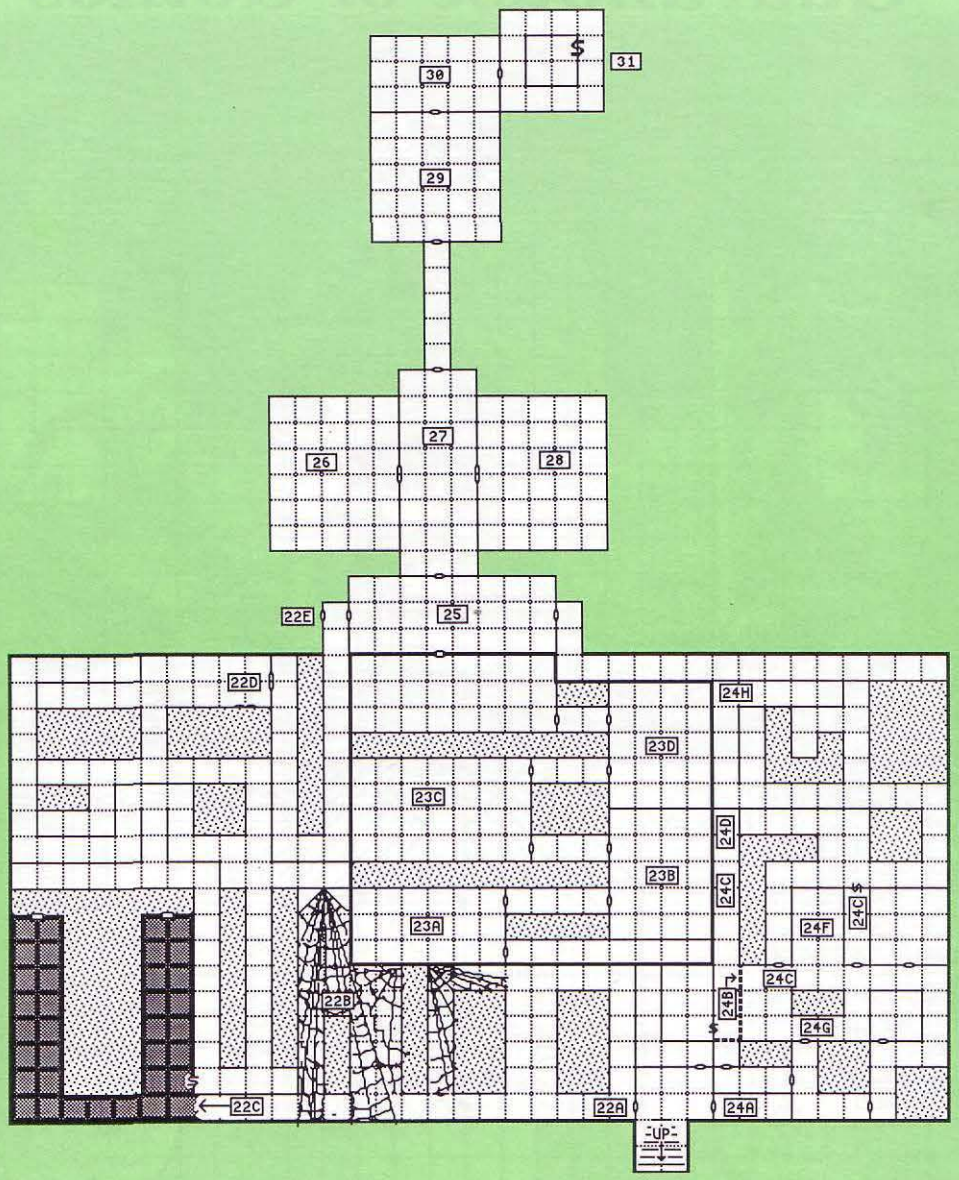
Ending the Adventure

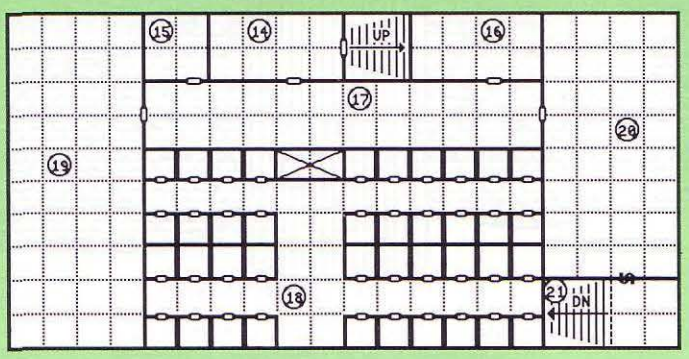
If the PCs return the pieces of the Bell to the clerics, they will be overjoyed, but a bit perplexed. They realize the Bell was more valuable with the crack in it. But they will take the Bell any way they can get it.

If for some reason the PCs let Aloiwishius take the Bell, he will be delighted. The Apollo clerics, of course, will promptly decide to hire another adventuring group to retrieve it from the historian. ❑

Guardhouse of Gothos




$
31
30
29
27
26
28
22E
25
22D
24H
23D
23C
24D
23B
24C
24C
24F
23A
24C
22B
24B
24G
22C
22A
24A
UP


15
14
UP
16
17
20
19
18
21
DN

Building Characters

Designing PCs for Network Tournaments

by Michael Lach

Much has been said about designing tournaments for the RPGA™ Network, but in my opinion the advice on the creation of player characters has been limited.

The PCs are a crucial part of any adventure; they are the link from designer to player, and the communication medium from the players to the judge. The tournament players are rated primarily on their interpretation of the designer's characters. Do not write a solid adventure, then roll some dice and throw the characters together at the last minute. The tournament and characters are connected, and should be designed together.

In addition to complete and correct game statistics, a Network tournament character should have a paragraph describing the background, personality, and motivations of the PC (about ¾ of a page long) followed by a paragraph (three of four sentences is usually enough) describing his or her reactions to and impressions of the other PCs in the adventuring party. Make sure the reactions are consistent with the character's background and alignment.

Balance: Make sure that each PC is just as easy to play as another. This is difficult to do, but very important. Make sure every PC has one feature that a good player can highlight (this is called a hook, see below). Don't let one character shine at the expense of another. Avoid dominating personalities, unless other characters have information and/or abilities that bring the other into line.

Avoid Stereotypes: Stereotypical characters are ones that most players are familiar with, thus being easy to play. Compare the standard barbarian (big, rugged, stupid, single-minded) or the classic paladin (very lawful, very good, very trusting) with a power-hungry thief who dreams of being a wizard, and who has thus acquired as many magic items as possible to fake being a mage. New sorts of personalities are more of a challenge to players and liven up tournaments.

Examples: Give examples of the character's personality in the description. Rather than the tediousness of "so-and-so the fighter is greedy," write something describing his lust for new money. Meticulously detail the amount and location of his life savings, and tell a story of what happened the last time someone stole from him. Examples make things much more believable and playable.

The Hook: Every PC should have one catchy trait, or hook, that can be picked up by any player and made known to the group. Maybe it's an accent (use examples here, too: if the PC is a rambling old man, write your text just as such an old man would say things); a magic item that triggers constantly; an oft-repeated phrase (such as the "Gee whiz!" of the Chak in *Needle*); an overwhelming fear of some item or creature, etc. Such hooks encourage role-playing right from the start, allow players to move into the role-playing frame of mind quickly and easily, and help avoid stereotypical characters.

Equipment: The equipment a character carries is an extension of his or her personality, yet many role-playing scenario designers forget this. Describe the engravings and finery on the shield of a pretentious and sophisticated knight. Write down the monetary value of every item belonging to an avaricious, miserly character. ("You purchased your shoelaces from Waldo's Rag Store for half a copper.")

Consider how the character is to be played: Don't write nonsense into character descriptions; make sure that what you write is workable. For instance, one PC in a tournament had a "peculiar talent for being in the right place at the right time." As a player, how do you role-play that? It just isn't possible. Make sure that every personality quirk and attribute is workable and practical. ❑

With Great Power

Foreign Super Heroes

by William Tracy

Admittedly, the majority of the super heroes on the earth of the Marvel Universe live in America. But there are still a few super heroes who are natives of other countries. This installment of the column will dwell on a few of these.

BLITZKREIG

Franz Mittelstaedt, Mechanical Engineer, Masked Hero of West Germany

F	A	S	E	R	I	P
GD (10)	GD (10)	GD (10)	GD (10)	EX (20)	GD (10)	GD (10)

Health: 40
Karma: 40
Resources: GD(10)
Popularity: 3/30 in West Germany

KNOWN POWERS

Electrical Control: Blitzkreig is able to mentally control the electrical charges in living beings, objects, and the atmosphere. By causing the air in a certain area to have a strong positive charge, and an object or person a powerful negative charge, he causes static electricity to spark between them, causing Unearthly damage. The power itself has Unearthly rank, with a control radius of two miles (Class 3000). Since these bolts are drawn to the target, they cannot be dodged. But, a person who moves out of the two mile radius will be safe. The sparks also can be stopped by intervening objects or energy. Blitzkrieg must be able to see a target to be able to charge it. The spark travels at Unearthly speed.

Wind Creation: Blitzkreig can cause electrically charged particles to spin in a tight circle, causing powerful winds. These winds are of Remarkable intensity.

Flight: By combining high winds with a continuous arc of electricity between his feet and the ground, he is able to fly at Good speed.

Electric Shapes: Using his control over charges in air particles, Blitzkreig can form simple objects such as shields, cages and spheres of Incredible strength. These objects only stay together as long as he concentrates on them. He can fly while maintaining such objects, but that is the only other power action or physical action he can take.

Electrical Resistance: Blitzkreig has Unearthly resistance to any form of electrical attack.

TALENTS: Franz is a trained Mechanical Engineer.

BACKGROUND: While visiting an electrical power plant, a nearby faulty generator was struck by a bolt of lightning. The resulting explosion bathed him in electricity and injured him badly. He woke up from a coma a few weeks later and discovered his new powers.

PERSONALITY: Blitzkreig is a solid family man with a strong sense of responsibility. He is very proud of his country and its progress as a democratic society.

THE COLLECTIVE MAN

Han, Chang, Lin, Sun, and Ho Tao-Yu, Government Agents of the People's Republic of China

F	A	S	E	R	I	P
RM (30)	EX (20)	EX (20)	RM (30)	EX (20)	EX (20)	EX (20)

Health: 100
Karma: 60
Resources: TY(6) personal/UN(100) as agent
Popularity: 3/30 in China

KNOWN POWERS

Body Meld: The Collective Man is actually identical quintuplets who are able to merge their bodies into a powerful being. Each individual brother has the following ability scores:

F	A	S	E	R	I	P
RM	GD	GD	EX	TY	EX	EX

Health: 70
Karma: 46

The Collective Man can run at a Good speed for three minutes before having to rest for thirty minutes. While he doesn't have much knowledge of technology, he is able to make calculations five times faster than an average human and retain five times as much knowledge as an average human.

By entering a trance for one round, and making a yellow Psyche FEAT roll, he can draw on the knowledge of any of his countrymen. This allows him to briefly learn any of the various Talents available to characters.

By entering a trance for one round, and making a red Psyche FEAT roll, he is able to greatly increase his abilities. During the following round the Collective Man's Strength will be Unearthly; after that round he will pass out for 1d10 minutes, due to the exertion required. All his ability scores return to normal when he regains consciousness. Presently, the number of times per day he can raise his Strength to Unearthly is unrevealed.

TALENTS: The Collective Man has been trained in all five types of Martial Arts, and in Oriental Weapons. As an agent of the Chinese government he has also learned the Law Enforcement and Military Talents (but when only applied to China).

BACKGROUND: The five Tao-Yu brothers were born identical quintuplets to a family of Chinese farmers. One night, while meditating, the brothers discovered their ability to merge their bodies. The Chinese government soon heard of their abilities and took them into custody. Government scientists trained them to use their powers and they were made special operatives for the government.

Theoretically, the five brothers can draw upon the strength and abilities of any group, maybe even everyone on Earth. Unfortunately, the government has only taught them in terms of the Chinese people, limiting their power.

PERSONALITY: The five brothers and Collective Man all have the same basic personality. They are quiet and contemplative, and let their abilities and actions speak for them. They are humble, but they are very proud of their country and its people.

❑

The Mutant's Armory

Part One: Hand-held Weapons

by Kim Eastland

After a couple years of extensive GAMMA WORLD® game playing, I have revised many of the weapons, and much of the armor, originally found in the game. All the alterations have been made to bring the equipment in line with actual facts (such as weight and length) or to improve game balance. I also have added new weapons and armor to my campaign. Some of these items appeared in module GW9 *Delta Fragment,* but the charts shown below are the most recent and complete. Those of you familiar with the old STAR FRONTIERS® science fiction game, especially the one product I wrote for it, *Zebulon's Guide to Frontier Space,* will notice that I am beginning to incorporate many of that game's items into the GAMMA WORLD game.

Part two of this series, *Explosives and Grenades,* will appear in issue #48.

Notes

+ The weapon must be used with two hands, tentacles, or similar appendages to be effective. The wielder must be at least man-sized.

+ + The weapon must be used with four hands, tentacles, or similar appendages to be effective. The wielder must be at least three meters tall.

* These are not special effects; instead, they define the type of damage and indicate the use of special rules, e.g. electricity causes double damage to targets wearing metal.

** The ammunition can be doped with a variety of poisons at the GM's option.

1. An adarga looks like a spear with a short sword sticking out from it. A character with a dexterity of 17 or better can attack twice per turn, once with each weapon; a character with a dexterity of 16 or less can only use one weapon per turn.

2. A bola must be swung at least two turns prior to release. A five-meter radius of clear space is needed for swinging.

Weapons Chart

Non-Energy Weapons

Weapon	Mod	Base Damage	Base Range	Effects (Red Result)	Weight kg	Cost gp	Length meters
Adarga+[1]	PS	Note 1	—	—	1.9	80	1.1
Axe, Battle+	PS	10/15	—	—	2.1	50	6
Axe, 4-handed++	PS	11/16	—	—	6	100	1.5
Axe, Hand	PS/DX	6/3	PS	—	1.4	7	.3
Blowgun+	CN	2	8	**	1	1	2.0
Bola[2]	DX	5	10	TANGLE	1	10	1.0
Bow, Long+	DX	12/6	65	—	2	20	2.2
Bow, Short+	DX	8/4	25	—	1.5	15	1.0
Bullwhip[3]	DX	7	3	Note 3	1.5	20	2.5
Crossbow+	DX	10/5	50	—	3	25	1.0
Club/Baton	PS	6/3	—	(STUN)	1.3	5 max.	.6
Dagger	PS	4/2	PS	(CRITICAL)	.3	5	.25
Flail, long+	PS	10/14	2	—	2.5	30	1.6
Flail, small	PS	7/10	—	—	1.9	15	.6
Fork+	PS	12	—	SET	2.3	50	2.0
Hammer, Horseman	PS	7/5	—	—	1.7	17	.8
Hammer, War	PS	9/7	—	(STUN)	2.1	25	.7
Javelin (or as spear)	PS	5	PS	—	1.7	5	2.1
Knife/dirk	PS	5	—	(CRITICAL)	.5	7	.4
Kusarigama[4]	DX	V	2.5	(COMP. A)	1.5	60	2.4
Lance+ (mounted)	PS	10/20	—	SLAM	3.7	75	4.0
Lance+ (afoot)	PS	5/9	—	KNOCK DOWN	3.7	75	4.0
Lasso+	DX	5	4	TANGLE	.8	5	4.5
Leer-pa+[5]	PS	V	—	—	3.2	100	1.6
Mace	PS	9/5	—	—	1.8	10	1.0
Morning Star+	PS	11/6	—	—	2.3	20	1.2
Net	DX	1/t	3	TANGLE	1.3	10	V
Noose/Garrote+	DX	1	—	FATAL	.1	2	.7
Pick, Military+	PS	9	1.5	(CRITICAL)	2.6	55	1.1
Pick, Crowbill	PS	5	—	(CRITICAL)	1.5	28	.6
Pole Arm+	PS	11	—	SET	2.2-3.5	60-95	2.2-6.0
Robot Tentacles	—	5-9	—	TANGLE	2/m	(25/m)	1-3.0
Sap (Blackjack)	DX	2	—	(KNOCK OUT)	1	1	.2
Shuko[6]	DX	+2	—	—	.1	15	—
Sickle	PS	5	—	—	.4	3	.25
Sling, bullets	DX	4/8	20	(CRITICAL)	.1	1	—
Sling, stones	DX	2/4	15	(CRITICAL)	.1	1	—
Spear+	PS/DX	5/8	2	—	1.4	3	1.75
Sticks, Nunchaku	PS	6/10	—	STUN 1t	1	5	.8

3. The attacker can attempt to tangle and inflict damage.

4. A kusarigama can be used as a hand axe or small flail. Characters who have achieved mastery with it can use both in one turn. A one-meter radius of clear space is needed to use it. The weapon can also be used as a long flail with a three-meter reach.

5. A leer-pa is a two-handed weapon that can be used as either a battle axe or a morning star; only one weapon can be used per turn. Only T'Brath can achieve mastery with a leer-pa.

6. Shuko are iron or steel gauntlets (cests) with spiked palms. They are used to punch and claw in hand-to-hand combat. The shukos' base damage is added to the normal punching damage. Shuko must be worn on both hands to be effective, nothing else can be grasped until shuko are taken off (two turns per shuko).

7. A katar can be strapped to the wielder's body, when so prepared the wielder cannot be disarmed, even by a Black result.

8. This is a multi-bladed throwing knife that causes the same damage whether used in melee of thrown. Only T'Brath or Serfs can achieve mastery with this weapon.

9. Several weapons fit into this category:

Chakram—Indian throwing rings. Mastery with this weapon allows three to be thrown per turn.

Dagger—Normal daggers or knives thrown use these statistics. Mastery in daggers allows two to be thrown per turn.

Dart—Japanese wood and metal darts. Anyone can throw two per turn.

Piau—Malasian throwing iron. Cannot be thrown faster than one per turn. A Red result with a Piau requires the target to make S:DX or make a CN Check vs. Complications A.

Shaken—Star-shaped Japanese metal shuriken. Mastery allows throwing rate of 2/3. Stepping on a shaken causes 3 points of damage.

Stick—Wooden Australian weapon weighing .3 kg. causes a base damage of 5. No more than one can ever be thrown in a turn.

10. These wooden Japanese tools are used as clubs. Many police batons look like them and can be used in the same manner. Tonfa can be used to strike as a

Non-Energy Weapons (Continued from page 19)

Weapon	Mod	Base Damage	Base Range	Effects (Red Result)	Weight kg	Cost gp	Length meters
Sword, Bastard+	PS	9/18	—	SLAM	2.1	50	1.0
Sword, 4-hand++	PS	12/20	—	—	6.3	150	2.5
Sword, Katana+	PS	11/16	—	SLAM	1.4	200	1.1
Sword, Katar	PS	6/10	—	—	.5	8	.4
Sword, Long	PS	8/16	—	—	1.6	25	.8
Sword, Scimitar	PS	7/14-	—	—	1.7	15	.9
Sword, Short	PS	6/12	—	—	.7	10	.5
Sword, 2-handed+	PS	10/18	—	SLAM	3.4	100	1.3
Throwing Knife, Afr.$_8$	DX	8	PS	(COMP. A)	1.2	87	.7
Throwing Weapons$_9$	DX	4	PS	—	.15	2	.3
Tonfa$_{10}$	DX	7	—	(STUN 1t)	1.0	10	.6
Torch	DX	2	—	BURN*	1.3	V	.6
Trident+	PS	10	—	SET	2.1	60	1.8

Melee Energy Weapons

Weapon	Tech Level	Mod.	Base Damage	Base Range	Power Cell	Ammo Amount	Effects (Red Result)	Weight kg.	Cost gp.
Atomic Torch$_{11}$	EIV	—	15	20 cm.	Sealed	?	Special	1.5	(600)
Powerslasher$_{12}$	EIII	PS	9/18	—	2C	25 t.	Special	4	(900)
Energy Mace	EIV	DX	8	—	1C	20 hits	ELECTRICAL*	4	(150)
Laser Scissors$_{13}$	CIV	DX	Special	Touch	Sealed battery		(PAIN)	.3	(150)
Laser Torch$_{14}$	DIV	—	5	20 cm.	1H	20 hours	Special	1.1	(220)
Paralysis Rod+	DIV	DX	1	1 m.	Any	30 hits	PARA/1d10 m.	1	(120)
Rock Saw$_{15}$	DII	—	11	—	1S	30 turns	PAIN (C)	5	(850)
Shock Glove	BIV	—	5	Touch	1C	25 hits	ELECTRICAL	.2	(200)
Sonic Torch	DIV	—	3	20 cm.	1H	15 hours	sonic damage	1.3	(175)
Stun Whip	DIV	DX	2	2 m.	1 Any	30 hits	PARA/1d10 m.	1	(50)
Tazer	DIII	DX	6	Touch	1C	10 hits	I12 el. shock	.3	100
Vibro Blade	DIV	DX	12	—	1H	30 hits	IGNORE AC	.5	(500)
Vibro Dagger	DIV	DX	4	—	1H	30 hits	IGNORE AC	.3	(250)
War Bands$_{16}$	DII	—	+4	Touch	1H	25 hours	—	.1	(500)

Non-Energy Rifles & Pistols (C)-(Critical) (all have DX mods.)

Weapon	Tech Level	Base Damage	RF	Base Range	Cal. Cell	Ammo Amount	Effects (Red Result)	Weight kg.	Cost gp.
Percussion Weapons–Revolvers									
Ancient type	BIII	7	3/2	40	V	1-8	STUN 2t(C)	1.5	45
Larger type	CIII	9	3/2	75	.357/.44	6	SLAM/STUN 3t(C)	1	90
Snub-Nose type	CIII	6	3/2	10	.38/.357	6	STUN 1t(C)	.6	40
Standard type	CIII	8	3/2	25	.38/.357	6	STUN 1t(C)	1	50
Target type	CIII	5	3/2	50	.22/.25	6	(C)	.7	30

Non-Energy Rifles & Pistols (C)-(Critical) (all have DX mods.)

Weapon	Tech Level	Base Damage	RF	Base Range	Cal. Cell	Ammo Amount	Effects (Red Result)	Weight kg.	Cost gp.
Percussion Weapons–Automatic Pistols									
Small type	DIII	6	2/1	8	.25	6	(C)	.4	(50)
Medium type	DIII	7	2/1	20	7.62 mm	8-10	STUN 1t(C)	.7	(75)
Standard type	DIII	8	2/1	35	9 mm short	7-15	STUN 2t(C)	.9	((100))
Large type	DIII	9	2/1	50	9 mm para.	10-17	STUN 2t(C)	1.0	((120))
Huge type	DIII	10	2/1	100	.44	7	SLAM/STUN 3t(C)	1.7	((150))
Percussion Weapons–Rifles & Shotguns									
Hunting+	CIII	12	1/1	500	.30	5	STUN 2t(C)	3	140
Military+	CIII	13	1/1	300	7.62 mm	5	STUN 1t(C)	4.2	100
Sniper+	DIII	14	1/1	700	7.62 mm	7-10	STUN 2t(C)	3.7	150
Carbine+	CIII	10	1/1	100	7.62 mm	15	STUN 1t(C)	4	120
Musket+	CIII	15	1/2	35	.45-.70	1	STUN 3t(C)	4.5	75
Shotgun+[17]	CIII	18	1/1	30	12g	2,5,or 8	STUN 2t(C)	4	180
Sawed-off+	CIII	20	1/1	5	—	2 or 5	STUN 1t(C)	2.2	150
Percussion Weapons–Automatic & Semi-automatic Rifles[18]									
Autoshotgun+	DIII	20	3/2	45	12 g	5 or 20	STUN 2t(C)	4-7	((300))
Military+	DIII	11	2/1	150	7.62 mm	20-30	STUN 1t(C)	2.5	(250)
Old Military+	DIII	15	3/1	200	.45	30-50	STUN 2t(C)	4.5	(450)
Special Assault+	DIII	14	3/1	200	5.56 mm	30	STUN 1t(C)	3.5	((250))
Sub-m. gun I	DIII	12	4/1	50	9 mm	20	STUN 2t(C)	2.0	((400))
Sub-m. gun II	DIII	13	4/1	90	9mm x19	20-30	STUN 2t(C)	2.5	((550))
Percussion Weapons–Unusual									
Grenade Rifle+[19]	DIII	Gren.	1/1	175	grenade	1	grenade	2.0	(100)
Grenade Rifle+[20]	DIII	Gren.	1/1	250	grenade	2	grenade	3.0	(300)
Grenade Rifle+[21]	DIII	Gren.	2/1	300	grenade	5-10	grenade	6.6	((5000))
Robot Launcher[22]	EIV	Gren.	2/1	200	grenade	5-20	grenade	V	((-))

Miscellaneous Weapons

Weapon	Tech Level	Mod.	Base Damage	Base Range	Power Cell	Ammo Amount	Effects (Red Result)	Weight kg.	Cost gp.
Fire Extinguisher	CIII	DX	5	—	Sealed	10	Cold damage	3	75
Flamethrower[23]	DIII	DX	8	2	Canister	12	Special	20	250
Mace spray	AIII	DX	2	1	Sealed	4	S:DX vs. Blind(5t)	.1	30

club or as a -2CS shield. Mastery of the tonfa allows two to be used at a time, with no penalty. Either or both can be used as shields or as clubs in the same turn (-4CS if both are used as shields).

11. See item description in GW9 *Delta Fragment,* page 28, for exposure time required and radiation damage.

12. Powerslashers ignore armor rated at AC 4 or worse; on a Red result they reduce AC by 2, not 1.

13. Sealed battery can be fully charged in 30 minutes; a full charge lasts an hour.

14. A Laser torch can only affect targets with AC 4 or worse.

15. A rock saw is designed to cut through rock with its duralloy circular blade (one meter in 10 turns), attacks with this unwieldy tool suffer a -5CS penalty.

16. If two are worn, then the wearer gets two attacks per turn.

17. The damage is determined for all targets in the blast area. The blast is triangular, ½ meter wide for each meter from the gun. Creatures and solid objects in the area stop the blast.

18. Damage indicated is for bursts of 5 bullets. Anyone in the same three-meter-square area takes the full damage rolled. These weapons can also be fired as a single shot rifle (base damage is three points less).

19. Attaches under any normal military rifle.

20. A special rifle designed just to launch grenades, it adds +5CS to the firer's Attack Rank. Special launch bullets are required.

21. A special rifle designed to launch grenades with a clip or drum that holds the grenades. The grenades are fired in the order they were loaded. Special launch bullets are required. The rifle adds a +4CS to the firer's Attack Rank.

22. The robot grenade launcher uses compressed air for propellant, making it quieter and faster. NPC Robots have an Attack Rank of 16 with this launcher.

23. Ignites material of less than 10 ST, BURNS*

24. Bolt weapons fire blasts of unknown energy. They were designed by the terran governments just before the holocaust of the Shadow Years. They are extremely rare and each have a cost

of ((10,000)). They have self-sealed power units and cannot be recharged.

25. The alpha bolt is a black tube, 40 cm long, with a handle and a dial at one end. The GM must roll a percentile die to see how many power units are left in the pistol. The user can set the dial from 1 to 12, and this determines both the base damage score and the number of power units used.

26. The gamma bolt is silver tube, 60 cm long, with a handle at one end, but no dial. The GM must roll a percentile die to see how many power units are left in the pistol. Unlike the alpha bolt, the gamma bolt's base damage is not selected by the user. Instead, the GM rolls 1d12 to determine the base damage every time the weapon is fired. This roll determines the base damage score and the number of power units used.

27. The omega bolt looks just like the gamma bolt, except that it is gold. It operates exactly like the gamma bolt, but the omega's base damage is 12 + d8.

28. Blasters cause damage through a disruptor field which treats a target's AC as 1/2 normal and has a Special Effect of DISINTEGRATION (see page 24 of the Rules).

29. Fires a beam of radiation with variable intensity (10 + d20). The intensity is different each time.

30. Lasers cause damage through infrared heat, all damage is +1 RF. Firing through fog or smoke halves the damage.

31. Masers cause damage through amplified microwaves. The beam they emit is invisible (except to special scanners) and silent. Maser fire only can damage living organisms, and the damage is not considered to be a type all its own. Masers can also heat up soft solids and liquids in glass or ceramic containers. Masers use solar cells for power. Maser fire causes half damage through all types of force fields.

32. These freeze rays were unique weapons developed at the end of the Shadow Years. The atmosphere around the target is frozen and the target is imprisoned (ST19). The target suffocates within the ice and can "drown." A block of ice from a nitrogun takes about an hour to thaw out in 70° F heat.

33. These powerful, ancient weapons have a chemical container-backpack

Energy Weapons (All have DX modifiers)

Weapon	Tech Level	Base Dam.	RF	Base Range	Cell Shots	Effects	Weight kg.	Cost gp.
Bolt Weapons[24]								
Alpha Bolt[25]	FIV	V	1/1	80	Sealed/ 01-100	Unknown energy damage	1.2	Note 24
Gamma Bolt[26]	GIV	V	1/1	100	Sealed/ 01-100	Unknown energy damage	1.5	Note 24
Omega Bolt[27]	GIV	V	1/1	50	Sealed/ 01-100	Unknown energy damage	1.6	Note 24
Disruptor Weapons (previously Mark blasters)[28]								
Pistol	DIV	12	1/1	30	1H-5	Note 28	1	(750)
Rifle	EIV	15	1/1	90	2H-10	Note 28	4.4	(1,000)
Fusion Weapons								
Fusion Rifle[29]	EIV	10	1/1	90	1A-10	Note 29	5	((5,000))
Lasers[30]								
Pistol	DIV	8	1/1	35	1H-5	—	.8	(300)
Rifle	DIV	12	1/1	100	2H-10	—	2	(500)
Masers[31]								
Pistol	DIV	7	1/1	30	1S-6	—	1.2	(900)
Rifle	DIV	10	1/1	75	2S-12	—	5.0	(1800)
Needlers								
Pistol	DIV	4	3/1	12	30	**	.5	(200)
Nitrogun[32]								
Rifle	EIV	8	1/1	80	1H-5	BURNS (from cold)	3.2	((750))
Plasma Guns[33]								
Rifle	HIV	10	1/2	30	C/B-10	Yellow-BURNS (C)	3.0	((400))
Polyband Gun[34]								
Rifle	EIV	—	1/1	150	1H-20	Enwrap	2.3	(600)
Rafflurs[35]								
M-1 Pistol	FIV	7	2/1	40	1C-5	—	.9	(40)
M-2 Pistol	FIV	9	2/1	45	1C-4	—	1.1	(55)
M-3 Rifle[36]	FIV	10	Spec.	60	2C-6	—	2.3	((5,000))
M-4 Rifle	FIV	11	2/3	120	2C-8	—	3.2	(750)
M-5 Rifle[37]	FIV	13	2/3	250	2C-7	—	4.0	(1,250)

Energy Weapons (All have DX modifiers)

Weapon	Tech Level	Base Dam.	RF	Base Range	Cell Shots	Effects	Weight kg.	Cost gp.
Slicer								
Pistol[38]	EIV	9	1/1	10	1H-8	—	.9	(1350)
Slug Pistols[39]								
Pistol	CIV	10(8)	S	50	50 shot clip	(C)	1.5	(400)
Long Pistol	CIV	15(10)	S	100	30 shot clip	(C)	1.2	(500)
Rifle	CIV	15	1/1	150	12 shot clip	(C)	1	300
Stun Rays[40]								
Pistol	DIV	—	1/1	10	1S-6	—	1	(200)
Rifle	DIV	—	1/1	70	2S-10	—	4.3	(800)
U-Beams[41]								
Rifle	GIV	—	1/1	90	1H-2	Temporary mutation negation	2.4	((3500))

Tech Level V Weapons (Consult the Errata Supplement)

Weapon	Tech Level	Mod.	Base Dam.	Base Range	Cell/ Shots	Effects	Weight kg.	Cost gp.
Black Ray Pistol	FV	IN	40	20	Sealed/4	FATAL	1	((3,750))
Drone Weaver	HV	IN	2	12	Sealed	SUBSONICS*	2.5	((2,250))
Flying Blades	HV	IN	11	10	Sealed/1	AC CRITICAL	1	((1,800))
Harm. Disruptor	JV	IN	8	50	Sealed/6	DISINTEGRATE	20	((5,250))
Lamprey Disk	GV	IN	—	—	Sealed	POWER DRAIN	1	((1,500))
Neural Bite	FV	IN	1	—	Sealed	DOMINATION	1	((4,000))
Popper Pellet	EV	DX	10	10	Sealed/1	FIELD NEGATE	.01	((2,700))
Slither Helix	HV	IN	8	2	Sealed/1	PROG. DAMAGE	1	((1,900))
Smart Dart	GV	IN	12	25	Sealed/1	SEEKER	.6	((2,100))
Stinger Crystal	EV	IN	15	100	Sealed	INTERCEPT	1	((3,300))
Tender Touch	FV	IN	9	—	Sealed	DELIRIUM I20	1	((3,800))
Whammer	GV	IN	12	6	Sealed/10	SLAM	2	((2,500))
Wrapper	GV	IN	5	—	Sealed	TANGLE	1	((4,000))
Zapper	GV	IN	6	1	Sealed/1	SHORT OUT	1	((2,450))

which cannot be recharged. The ammunition is tiny containers of "ultra-heat" energy. Besides the base damage, any target not made of ST100 or better melts when hit on a Yellow or better result. If a character is hit his armor, shield, etc. melts and the character must make S:CN for BURNS. This weapon must be mounted on a vehicle or tripod—it cannot be carried and fired.

34. This energy weapon version of a grenade rifle launches polyband packets that act as polyband grenades (see part two, issue #48).

35. Proton beam weapons are most often called "rafflurs" (RApidly FLUctuating Radiation). The bright white proton beams are powered by Chemical cells. Rafflurs are one of the few energy weapons that can fire more than once per turn.

36. This rafflur can be fired twice per turn or the entire clip can be emptied in 1 turn at up to six targets if they are all within seven meters of each other. If three or more shots are fired in one turn, the gun must be left to cool for two turns or will explode.

37. This rafflur cannot be fired at targets less than seven meters away.

38. This weapon fires force field energy discs that slice through armor like a vibro weapon (ignore AC).

39. Slugs are plastic spheres with self-contained propellant. When punctured by the slug gun's firing pin, the propellant escapes and the slug is silently fired. The slug flattens upon contact, increasing its damage through tumbling. Slugs can be fired as a single shot or three at a time, but each succeeding shot at a cumulative -2 CS. 1 H cell is good for puncturing three clips of plastic slugs.

40. These weapons fire a synaptic damper field that causes no damage, but knocks out the target for a number of turns times the result factor. S:CN allows the target character to merely be STUNNED instead of being knocked out.

41. U-Beams look like lasers but are actually rare, experimental, anti-mutant weapons devised during the Shadow Years. They are most often used by mutant-hunting robots. A single hit by this weapon will completely negate all of a character's mutations for 24 + 1d20 hours, except ornamental appearances. No Saving Throws of any kind are allowed. ❑

Convention Bound

Preparing to Attend A Game Convention

by Gary Reilly

As a gamer, you are probably going to attend a gaming convention sometime in your life. Conventions can be a real treat for gamers, both veterans and new comers alike. You can find gaming experiences at a convention that you can't create with your regular weekly gaming buddies. With a little bit of preparation, you can improve the likelihood of having a great time at any convention. Whether it is a smaller local convention, one of the growing regional meets, or a national extravaganza, the following tips can help you get the most out of the experience:

1. If at all possible, pre-register for the convention and its games. There are several reasons for doing this. The most important is that pre-registering for games avoids the disappointment of arriving at the registration desk to discover that the one game you most wanted to play in is already filled.

To be honest, pre-registering doesn't guarantee that problems still won't arise. Occasionally, individual games prove to be so popular that some pre-registration forms can't be honored. This, of course, is a good reason for mailing in your pre-registration forms as early as possible. But never send in your pre-registration material and payments until you are sure you will attend the con; pre-registration costs are generally not refundable.

There are other reasons for pre-registering. You usually can pick up your convention package at a special pre-registration table rather than wait in line with all of the gamers who didn't pre-register. This saves you valuable time that can be better spent gaming in a tournament, browsing in the dealers room, or shooting the breeze with your fellow gamers. Figuring out your gaming schedule takes time, so do it before you get to the convention. Another reason for pre-registering is that there may be reduced rates available to people who pre-register before a specified date. Remember, a few bucks saved in pre-registration represents more cash available for picking up a new game module or other product from the dealers.

2. As part of your pre-registration plans, sit down and make solid plans for getting to and from the event. If the convention is a local one in your own town and you have your own transportation, the problems are minimal. However, getting to a convention in a city several hundred miles away when you need to car pool or use public transportation can be a headache and calls for advance planning.

3. In addition to arranging for your transportation, think about where you are going to stay once you arrive at the convention city. Maybe you are lucky enough to have friends or relatives in the area who wouldn't mind putting you up a couple of nights. Otherwise, plan to locate someplace to stay. Most convention committees will provide out-of-towners with information on local motels and such. In some cases, conventions held on university campuses offer limited campus housing. Whatever, check out in advance what is available and make reservations. You're going to need someplace to drop your body in the wee early hours before sunrise and most conventions require that all gamers leave the facilities at some point in the evening.

4. If you are going to a convention with friends, be sure to set up some rendezvous points ahead of time. This is especially true if you are sharing transportation once the convention is over. Don't get left behind just because you forgot a few organizational basics. Having a few meetings with friends, however brief, during the convention is a good idea just so everyone can keep in touch. (It helps if everyone knows what the other friends' game schedules are, and this can be another benefit of pre-registering.)

5. Schedule your gaming activities with some thought. (Most of this should be taken care of when you pre-register.) Don't overlap games, you can't be in two places at one time. On the other hand, don't assume that you will advance to subsequent rounds in a multi-round tournament. Schedule another game for the second and third round time slots. If you successfully move on to an advanced round, you can decide not to go to the "filler" game. If you don't make the advanced round, you won't be left with a vacant time slot. Remember, time is limited at any convention, so plan to make the most of what is available. If you don't use the ticket, give it to a friend or notify the convention registration desk that you will *not be able to play in the "filler"* game. This allows other gamers the chance to play in your place.

If you have a few favorite gaming interests, register for these games up front. If you have some extra time slots left open, consider signing up for a game you've never tried before. Conventions are a great opportunity to try something new, and you may discover a new interest.

6. Bring your own supplies. This is true in a number of areas. First, make sure you come prepared to game. Stick the basic gaming materials in a knapsack or briefcase: any rules or reference materials you might need to use frequently, an assortment of dice, pencils and a notebook, and perhaps a few of your most cherished miniatures. Toss in one or two of your smaller "pocket" games or a paperback book to fill the dead times between your games, exhibits, and other planned activities.

7. An army travels on its stomach, and the same can be said of gamers (only more so). You will want to eat while you are at the convention. Many conventions include some sort of facility for feeding its members, even if it's just a listing of nearby fast food joints. Gaming on a large scale depletes your body's reserves, and you need to make time to eat. Try to find at least semi-nourishing gruel. Maybe you should throw a couple apples and granola bars (remember, I said semi-nutritious) into your knapsack in case

you find yourself with a grumbling stomach in the middle of a game.

8. Always show up a little early for everything at a convention. This includes the registration desk, individual games, movies, and so on. This allows you a little opportunity to relax before the game starts or give you the time you need to find an unknown game location if a last-minute problem has caused it to be moved.

9. If you are planning to pick up a lot of great buys at the dealer room, be sure you bring money. Cash is always accepted, and many dealers will take credit cards. (A word of warning—for the most part—gamers are a pretty good group of people. Unfortunately, there may be a few bad apples. So always be aware of your surroundings and always keep valuables with you.) Remember that you might need funds to get home. If so, keep part of your money set aside for the long trip home.

10. Finally, keep your sense of humor and your goodwill while running between games and participating in activities. Most of the convention organizers are well-meaning, hard-working gamers like yourself. They often are faced with ill-timed surprises and unforeseen problems that interfere with their carefully made plans, and these sometimes can effect your activities. You can help by being reasonable and not unduly adding to the problem. Treat your fellow gamers with some respect, too. Everyone should come to a convention intending to have a good time that can be fondly remembered by all.

With a little effort and preparation, you can help yourself get the most out of any gaming convention you attend. ❑

Radiating Magic

More New Magic

by Costa Valhouli

Mantle of Mist

This is a voluminous robe made of valuable white fur; it radiates an aura of *alteration.* Three times per day the mantle can transform itself into a dense fog cloud with dimensions of 20′ × 20′ × 10′. The fog lasts for 1 turn, or until the wearer chooses to terminate it, whichever comes first. It is useful in making a quick escape or diversion.

XPV: 800
GPV: 5,000

Sword, Flame Blade +1

This sword has a black hilt and a ruby blade which glows an inner light akin to *faerie fire.* In battle, the glow gives way to flames that do an additional 1d6 points of damage (1d8 to cold-using or -dwelling creatures). Additionally, the sword acts as a *ring of warmth.*

XPV: 2,000
GPV: 9,000

Ring of Invulnerability

This thin band of platinum glows with a faint golden aura. The ring improves the wearer's AC by 2, and with the expenditure of 1 charge (a fully-charged ring has 20), a *minor globe of invulnerability* springs up around the wearer; the *globe* lasts 1 turn. The ring becomes non magical if all its charges are used up. The ring can be recharged, and can be used by a member of any class.

XPV: 3,000
GPV: 12,000

Wand of Animation

These rare wands are crafted of crystal and tipped with a small golden orb with a faceted emerald in its center. When the command word is spoken, the wand enables the owner to animate any *non-living object within a 20′ radius,* with the following effects:

Animate dead: When this power is used, from 1-3 corpses in the wand's area of effect will be animated for 3d10 rounds. The animated creatures will have one hit die and can follow simple orders. This ability drains 1 charge.

Animate object: From 1-3 objects less than 3′ × 3′ × 3′ can be animated through this ability for 3d10 rounds. One charge is drained when this power is used.

Animate Weapon: This ability causes one weapon of the wielder's choice to become animated for 9 + 1d6 rounds. The animated weapon will dance (as a *sword of dancing),* attacking as a 5th level fighter. Weapons held by unwilling creatures cannot be *animated.* This ability drains 2 charges.

The wand is rechargeable, and is usable only by magic users and their subclasses.

XPV: 2,500
GPV: 15,000

Rod of Entrapment

Crafted of ivory and tipped with amber, this rod has the power to do one of the following when one charge is used:

entangle	*paralyzation*
snare	*web*

Each effect lasts for 2d8 + 1 rounds. All creatures get a saving throw against these effects. The rod is usable by clerics, magic users, and their subclasses.

XPV: 1,000
GPV: 8,000

Dagger of Armor Piercing +2

This small, magical throwing dagger has the ability to pass through any physical protection (shields, helmets, armor, etc.), rendering the target base AC 10. Magical protections (rings, bracers etc.) and dexterity bonuses still apply.

XPV: 1,000
GPV: 9,500

Ice Arrows

Crafted of solid steel, these arrows radiate *alteration* magic and are cold to the touch. When fired, they transform themselves into 18″ icicles, which do an additional 1d6 damage to fire-using or fire-dwelling creatures. They have no magical bonus. They are found in catches of 1 to 8.

XPV: 10 each
GPV: 50 each

Darts of Light

Several (2d10) of these glowing darts will be found together. When they strike an object, they will explode in a burst of white light (cf. *continual light*) spell, blinding all within the 10′ explosion area for 1d6 rounds. Shadows, shades, and other darkness-dwelling creatures take 1d10 points of damage from each dart.

XPV: 20 each
GPV: 75 each

Throwing Dagger of Returning

This small, finely balanced weapon has no magical bonuses, but automatically returns to the wielder's hand after it has been thrown.

XPV: 500
GPV: 2,000

Nilbog Arrows

Nondescript in appearance, these arrows have an odd power. Due to their unusual enchantment, the target will be cured of 1d6 hit points upon contact. As a final touch, the arrows create an illusion of damage upon the target (dents in armor, torn clothing, etc.). The illusion lasts 1 turn. They are found in caches of 1 to 8.

XPV: 100
GPV: 150

Mervic's Gaseous Globes

These small, hollow globes are formed of clear glass and contain a shifting colored liquid. When a globe is dropped, it automatically shatters, releasing a 10′ × 10′ × 10′ cloud of colored gas with one of the following effects:

Color	Power
yellow	paralysis (1d6 rds)
purple	sleep (1d6 rds)
mottled	confusion (1d6 rds)
gray	poison (01-50% normal; 51-75% weak (+2 STs); 76-00% strong (-2STs)
green	acid (1d4 damage to creatures, all items must save vs. acid at +3 or be destroyed)
red	incendiary (1d4 damage to creatures, all items must save vs. *fireball* at +3 or be destroyed)

white	slows (as spell, 1d6 rds)
blue	fog cloud (obscures vision 1d6 rds)
black	anti-magic (as *anti-magic shell* for 1d6 rds)

The gas clouds last for 3 rounds, creatures within the clouds are effected as long as they remain within the cloud and for the listed duration once they leave. The globes can be thrown 30', and are found of caches of 1 to 10.
XPV: 50 each
GPV: 150 each

Mummy's Cloak

Only a beggar would be seen in this once white, tattered, rotting cloak. When worn by a Lawful Evil character, it will enfold the wearer, making him or her appear as a mummy with only a 10% chance to detect the deception. Additionally, the cloak confers the power to *cause disease* three times per day by touch, and makes the wearer immune to the attacks of mummies. All good creatures touching the cloak must save vs. death at -1 (paladins save at -2); or lose 3,000 experience points. A good creature who destroys the cloak immediately gains 3,000 experience points. The cloak can be used by characters of any class.
XPV: 3,000
GPV: 12,000

Flaming Arrows, +2

These magical arrows are found in caches of 2 to 12 (2d6). When fired, they burst into flame, doing an additional 1d6 hit points of damage to the target, and set fire to all flammables within three feet of the point of impact.
XPV: 20 each
GPV: 60 each

Acid Arrows, +1

Found in caches of up to six (1d6), these oddities are highly valued. They transform themselves into a spray of acid when fired, doing 2d6 points of damage to the target, and soaking everything within 15' of the point of impact with acid (items must save vs. acid or be destroyed).
XPV: 30 each
GPV: 75 each

Arrows of Paralyzation, +1

These arrows are found in caches of 1 to 6. In addition to the regular damage, a creature struck by an arrow must make a save vs. paralysis or be paralyzed for 1d6 rounds.
XPV: 50 each
GPV: 120 each

Pouch of Disappearance

This highly dweomered belt pouch acts as a *bag of holding* (200 gp), but is actually cursed. Once every 24 hours, the pouch will open a rift into the astral plane and dump its contents there, closing one round later. Living things can fall through the rift only if they are small enough to fit completely into the pouch (e.g. rats, birds, or characters using diminutive magic).
XPV: —
GPV: 1,250

Bow of Fire +1

All arrows shot from this bow will burst into flame, doing an additional 1d4 points of damage to the target (cf. *flame arrow* spell), as well as setting flammables afire.
XPV: 4,000
GPV: 22,500

Ring of Infravision Negation

When worn, this ring creates a field around the wearer that hides his or her body heat from all forms of infravision, but it also negates the wearer's infravision.
XPV: 950
GPV: 7,000

Stone Robe

On command, the outer surface of this dark gray robe becomes as hard as rock, while the inner surface remains soft. When hard, the cloak weighs no more than an ordinary cloak, but the wearer's AC is 0. This robe is usable only by clerics and druids.
XPV: 1,250
GPV: 14,000

Caloric Shield

Caloric shield is a highly prized oil made from the essence of salamanders. When applied over one's body, it will confer *fire resistance* (as the spell) for a period of 1d6 +6 turns. One jar contains a single application.
XPV: 500
GPV: 5,000

Ring of Disguise

Three times per day, this ring can alter the wearer's appearance as though the second-level illusionist spell, *alter self* has been cast. Each change lasts for one turn. The ring can be used by any character.
XPV: 500
GPV: 3,000

Snake Arrows +1

When fired, these arrows transform themselves into pit vipers (AC 8; HD ½ hp 3; #AT 1; Dmg 1-4; SA poison). Their poison is weak, so all saving throws are at +1. They will remain in snake form until killed (which destroys the arrows). A *dispel magic* spell will cause them to turn into non-magical arrows.
XPV: 50
GPV: 100

Mace of Crushing +3

Forged of heavy, black steel and mirthral, this mace strikes for 1d12 +3 hit points of damage, plus the wielder's strength bonus. The mace can crush inanimate objects weighing less than 60 pounds (save vs. crushing blow negates). If the weapon hits with a natural 20, the saving throw is made at -5.
XPV: 1,500
GPV: 15,000

Woodland Shoes

When these soft, brown shoes are donned, the wearer's lower body is transformed into that of a medium war horse, but his or her upper body remains unchanged—in effect changing the character into a centaur. In this form, the character can cover 40 miles of normal terrain, 20 miles of rugged terrain, or 5 miles of very rugged terrain per day. He or she can also carry a passenger. When the transformation occurs, the shoes change into metal bands on each of the character's hooves. If the bands are removed, the transformation is reversed and the bands turn into shoes again.
XPV: 750
GPV: 2,500

Eyes of Infravision

These magical lenses enable the wearer to see as an elf or dwarf with infravision to 60'. If the owner already has infravision, or a device simulating it, then the lenses increase the range by 60'.
XPV: 500
GPV: 5,000 ❑

The Living City

Burnhart's Outfitting

by Rollin Ehlenfeldt

"The Living City" is a continuing feature in POLYHEDRON™ Newszine through which members can share their best fantasy city material with the rest of the Network. All acceptable submissions will eventually become part of TSR, Inc.'s series of LIVING CITY fantasy play aids. If you have a building, business, encounter, or personality that adds some spice to your campaign's "town Business" we'd like to see it.

Burnhart's Outfitting is a two-story, stucco building with a shingle roof. It sits at the crossroads of the two streets that lead to the city's south gates, where much of the city's overland trade enters and leaves. For Frek Burnhart it is a very lucrative spot.

The back portion of the shop houses provisions, wagons, carts, small boats, tack, harnesses, and rope. The main portion of the shop has tables and displays everything a traveling party might want for supplies. These include tools, leather goods, torches, lanterns, cloth, knives, and more. Frek even has some religious items for sale to passing pilgrims. There is also a locked storage area where newly purchased merchandise is kept along with special items (such as weapons and an odd potion or two) that Frek feels may not be safe to display.

Frek and his family (his wife and two children) live upstairs. Upstairs, Frek maintains a storage area for more valuable items. Frek has a housekeeper, Ithilewen, who relieves his wife of the household chores. His wife, Girmori, spends most of her time socializing with the well-to-do women of town.

Frek Burnhart

0 Level Male Human

STR:	10
INT:	12
WIS:	10
DEX:	10
CON:	9
CHA:	9
COM:	12

AC Normal: 10
Hit Points: 4
Alignment: Neutral (Chaotic Tendencies)
Weapon Proficiencies: Knife, Club
Special Abilities: Haggling, Appraisal
Languages: Common, Thorass

Frek Burnhart is 41 years old; he is 5'9" tall and weighs 188 pounds. He is a skilled merchant and knows how to tell good merchandise from bad. Frek will (and can) sell anything at a profit. The legality of the transaction means nothing to him. Some of the religious items he sells are fake, and not all of his merchandise is the quality it appears to be.

Frek is very concerned with putting up the outward appearance that he is a very wealthy merchant, and always dresses the part and wears lots of jewelry. (He buys most of his jewels at Embrol Sludge's, see issue #46, but he won't admit it.) He frequently spends nights on the town, drinking, gambling, and tossing an occasional coin to beggars, minstrels, or poets. He is an influential member of the merchants' guild. There are rumors to the effect that several city officials owe their positions to him, but only Frek (and perhaps Arvin Kothonos, master of the merchants' guild) knows for sure. Frek makes a good living, but squanders a great deal of it gambling.

Frek is an outwardly friendly man, but he will cheat anyone because his game is to make a fast buck whenever he can. He is always looking for a sucker or those purchasing last-minute supplies before leaving the city.

Frek has two children, his son Frum and his daughter Sarwyn, who help in the shop. Frum is a skilled haggler like his father and can strike a hard bargain. Sarwyn, on the other hand, has neither her father's skill nor interest in trading. Sarwyn is much more interested in her pet birds. Frek is often disturbed by what he sees as her daydreaming attitude.

Girmori Burnhart

0 Level Female Human

STR:	7
INT:	9
WIS:	7
DEX:	9
CON:	7
CHA:	7
COM:	9

AC Normal: 10
Hit Points: 2
Alignment: Chaotic Neutral (Evil Tendencies)
Weapon Proficiencies: None
Special Abilities: None
Languages: Common

Grimori Burnhart is a selfish, stuck-up, 44-year-old hag; she weighs 174 pounds and stands 5'3" tall. She thinks better of herself then others do, and the town's well-to-do women only put up with her because her husband is an up and coming member of the merchants' guild.

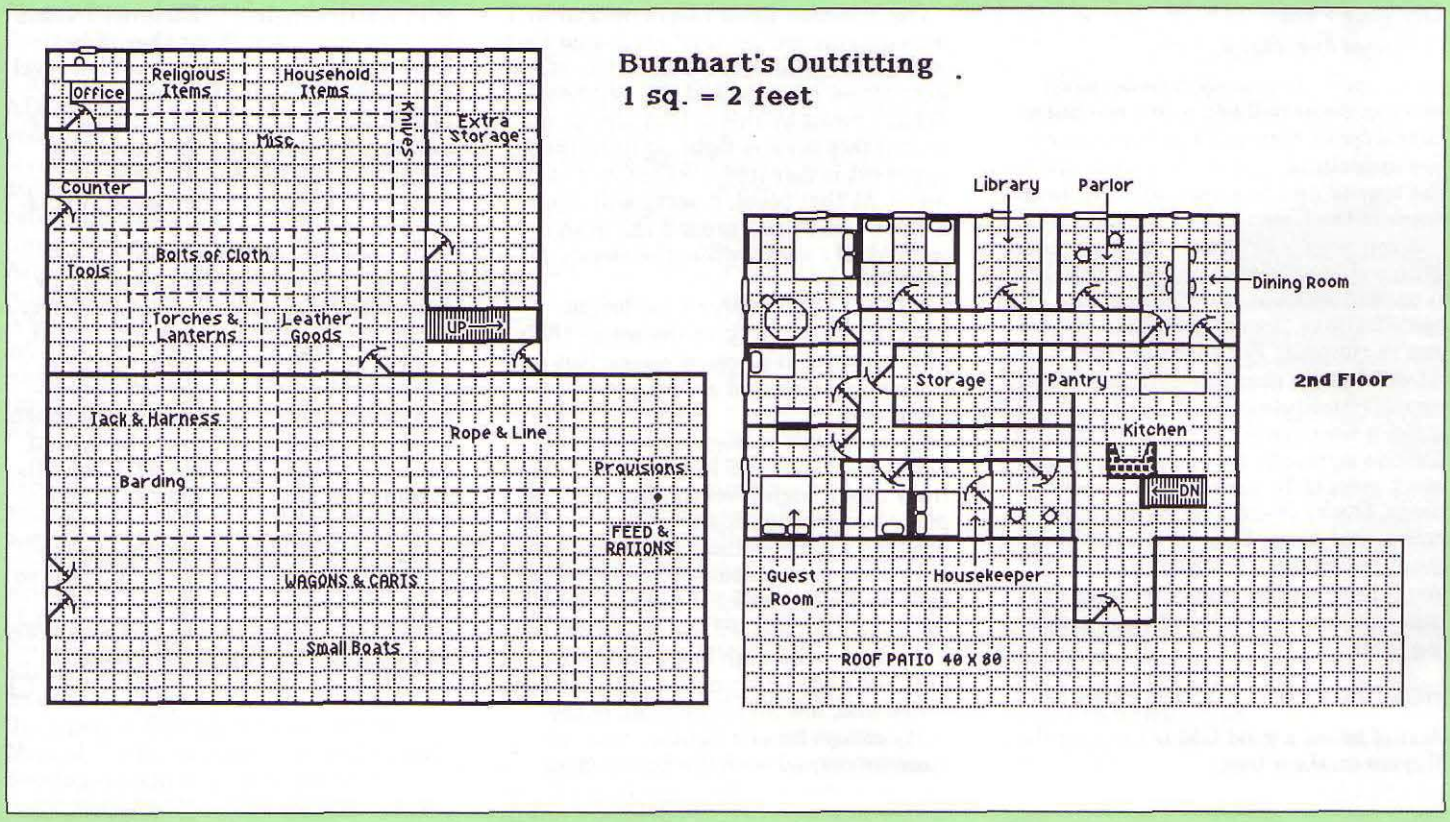
Frum Burnhart

0 Level Male Human

STR:	14
INT:	12
WIS:	11
DEX:	14
CON:	12
CHA:	10
COM:	11

AC Normal: 10
Hit Points: 4
Alignment: Chaotic Good (Neutral Tendencies)
Weapon Proficiencies: Knife, Club
Special Abilities: Haggling, Appraisal
Languages: Common, Thorass

Frum Burnhart is 19 years old and is respected for his business skills. He stands 5'8" tall and weighs 187 pounds. He is ambitious and always scheming about how he will run things when his father is gone. He feels a deep affection for his sister. She is the only member of his family he will go out of his way for. He feels she is truly a gentle person and must be protected.



Sarwyn Burnhart

0 Level Female Human

STR: 8
INT: 10
WIS: 7
DEX: 16
CON: 10
CHA: 10
COM: 13

AC Normal: 8
Hit Points: 2
Alignment: Chaotic Good
Weapon Proficiencies: None
Special Abilities: Bird Lore
Languages: Common

Sarwyn Burnhart is a 15-year-old dreamer; she stands 5'4" and weighs 122 pounds. She has a cage in her room with two song birds her father reluctantly purchased for her. She loves to watch them fly and listen to them sing. She feeds them by hand every day.

She has no ambition and longs to be whisked away by some rich merchant's son. Then (she thinks) she would be able to idle away her time with her birds. She can't comprehend her father's constant exasperation with her. She tries her best in the shop, but it just holds no interest for her.

Ithilewen

0 Level Female Half Elf

STR: 15
INT: 17
WIS: 16
DEX: 16
CON: 12
CHA: 16
COM: 14

AC Normal: 8
Hit Points: 4
Alignment: Neutral Good
Weapon Proficiencies: Staff, Dagger
Special Abilities: Cooking, Sewing
Languages: Thorass, Elvish, Common

Ithilewen is a purchased bond servant. She is 25 years old but appears to be about about 15; she stands 5'1" tall and weighs 97 pounds. Her ears, features, and fairness belie the extent of her elven heritage.

Ithilewen's poor parents sold her under a 10-year bond servant contract. She has two more years to serve. She hates working for the Burnharts, who, except for Sarwyn, treat her worse than a slave. Nevertheless, she also despises Sarwyn's birds, who scatter their droppings indiscriminately when they are let out of their cage daily. Ithilewen is tired of cleaning up after them, and only her fondness for Sarwyn has prevented her from "accidentally" leaving a window open and giving the birds their ultimate freedom. When not working, Ithilewen likes to shut herself in her room with a book from the family library. If it were not for this sanctuary (which Frek provides strictly to keep up his image) she would have run away a long time ago. She keeps a dagger under her pillow, and knows well how to use it. She fears Frek will try to somehow extend her contract and prepares for the day she may have to run away in earnest. ❑

On Your Feet

Continued from page 2

strike spell, how many rounds (at 60 seconds each) will you allow the fallen character to survive? The rules give a few guidelines, but in the end it's all in the timing and how you, the GM, keep track of the time.

If you need a little help tracking time, grab a sheet of graph paper and divide it up into sections representing the basic units of time in the game system you're running. For example, the AD&D® game uses rounds (one minute), turns (10 minutes), hours, and days. To make a time track for the AD&D game, use one square to represent one round, mark rows of 10 squares to represent turns, blocks of six rows to represent hours, and so on. Take your completed sheet and make a few photocopies so you'll have a good supply. Whenever time becomes critical, just start marking it off.

How About a Sucker Punch?

Part of being a good GM is keeping the players on their toes.

One common habit I have noticed in adventuring parties (and the Game Fair was no exception) is a tendency to segregate melee into "on and off" segments. What I mean by this is that almost all encounters involve fighting until the opponent is defeated — killed or driven away. At that point, a party will almost always congregate around the dead or injured and watch while the clerics do their thing.

If the opponents aren't too bright, certainly they will give the melee their all, and when it's over, it's over. Not so, though, with skilled and experienced opponents.

In the Grand Masters event at the '88 Game Fair, the final round included a truly nasty, high level combat. The party was all very high level so you can imagine what nastiness the tournament authors (our own Jean and Skip) came up with for the melee. I won't go into much detail, but I will let it suffice that the party's very high level druid was knocked under 0 hit points. The combat ended and, low and behold, all of the party except for one fighter (who was more concerned with the horses than with a stricken druid) clustered around the poor character. What they didn't know is that there was still a high-level evil cleric hiding in the trees, fully armed with a pair of *flame strikes.* Fortunately for the party, the cleric blew his morale roll (he had watched his leader get killed) and flew away, undiscovered.

The moral here? Keep your party hopping. Not all opponents will throw everything they have against the party in the very first rush. Most intelligent, combat-hardened opponents will send an exploratory strike against an opponent. Information is vital, and it's tough to tell who is a fighter and who is dual classed until the spells go off. Keep this in mind the next time you run a high level melee.

That's all for now. My dog is stretching and looking longingly at the door so I suppose I must go. Keep those cards and letters coming in and I'll have more thoughts for you next time around. ❑

The New Rogues Gallery

Continued from page 6

Hit Points: 34
Alignment: Neutral Good
Age: 145
Weapon Proficiencies: Battle Axe, Hammer, Crossbow, Club, Mace
Special Abilities: Dwarf Abilities
Languages: Common, Dwarven Languages
Magic Items: *Battle axe +2, potion of super heroism, stone of good luck, helm of comprehending languages and reading magic,* 10 *bolts +2*

Olvg is tall for a Dwarf; he stands 4′ 5″ high. He weighs 131 pounds, but he is trying to cut down on his hearty appetite. His hair is long and white, and his beard has a silvery appearance when it lies against his blue tunic and gleaming armor. Olvg's face is dark and weary, and his hands are blistered but still full of strength from years of hard work in the mines. He still walks with a limp from an old battle wound he received from a skirmish with a band of duergar.

Olvg spent most of his life working in secret dwarven mines in the far north, but constant raids on the mine by goblins and duergar forced him to go off in search of help for his people. After many adventures, he found a group of mercenaries who agreed to help for a price.

When the party reached the mines they found that the duergar had driven Olvg's people from the mountain and had taken it for themselves. The mercenaries managed to defeat the duergar, but there were no signs of where the dwarves had fled.

Olvg, greatly saddened by the loss of his people, vowed to find them someday. He wandered for a few years, and during this time he met Fletcher Brumanson and agreed to help in the defense of Dragon Valley.

After the orcs were driven away, he decided to stay with Fletcher and do what he could to help restore order to the land.

Olvg seems gruff at first, but once people get to know him they see that he is really a pleasant fellow. He has been through many rough experiences and feels lost without his people. He is constantly on the look-out for signs of them or rumors about them.

Olvg likes games and will always gladly accept offers to play or learn new ones. ❑

Notes from HQ

Continued from page 4

If you are planning to write an AD&D® game tournament, HQ suggests you design it for characters below 15th level. Higher level characters are more difficult to play, require too much preparation time before play, and are sometimes difficult for the DM to handle. Also, it is important that you go by the rule books when designing encounters. A few carefully considered variations are fine, and we welcome new magic items and creatures, but it is important that the bulk of the tournament fall within the game rules.

You also need to make sure that you can take editing. Every tournament accepted by HQ gets edited or developed. Sometimes we add encounters to a tournament to insure that each round will last four hours. Sometimes we change creatures in an encounter to make them more appropriate to the adventure. Or sometimes we alter the level of the player characters to make them better fit with the encounters. Most of the tournaments are edited and developed right at HQ. In addition, there are a few Network members who volunteer to edit and develop tournaments.

Tournament Contest

RPGA™ Network clubs are in the midst of a tournament writing contest. They all know about it, I'm just announcing it here so everyone who's not in an RPGA Network club will know what they're missing. The winning club will receive a $100 gift certificate, a plaque, and the right to brag about their victory. RPGA Network members wanting more information about our club program can write to HQ for a club form.

Tournament Judges

There's still time to volunteer to judge RPGA Network tournaments at GEN CON® Game Fair and ORIGINS. HQ needs lots of judges because of the amount of tournaments that will be run at those two conventions. To volunteer, fill out one of the judge appeal forms that appeared in the past two issues of the Newszine or in the GEN CON Game Fair pre-registration packet.

Bloodmoose And Company

The back cover of this issue sports a drawing of Bloodmoose, Shadowhawg, and Thistledown, intrepid adventurers in the POLYHEDRON™ Newszine's first continuing comic strip. The strip, illustrated by Gary M. Williams of Kingsport, TN, will debut in issue #48. Gary, a freelance artist and Network member, has had illustrations appear in previous POLYHEDRON Newszines.

Thanks

This month HQ would like to thank members Janice Ours, Michael Selinker, and Michael Lach for developing tournaments, and Rocco Pisto for creating characters for tournaments.

Thanks must also go to member Ed Deering, a retired Lake Geneva auto mechanic (and husband of the RPGA Network clerk), who has been donating hour after hour to put together our new membership kits and to help send out renewal notices. Because of Ed's efforts, kits have been going out a little faster than before. We appreciate his help very much.

Next Notes From HQ we'll talk about POLYHEDRON Newszine and RAVENS BLUFF, The Living City, submissions, and give authors some suggestions for topics and writing tips.

Take Care,

Jean ❑

Letters

Continued from page 5

(clerics, thieves) are difficult to play in a manner that leaves a positive, lasting impression.

A case in point. I played a female orc cleric/thief in a tournament. Bork's major motivation in life was to find a strong orc chieftain as a mate. Unfortunately, a band of orcs encountered the party and were lead by Bork's "ideal" mate (the DM's words). Bork told the party that her quest had ended. The rest of the party attacked the orc band anyway, and Bork was forced to fight against the party to save the chief. Even after the game, when I explained Bork's motivation, the other players could only remember her hold spells directed against them.

If character motives can not be related before the game, the judge (who knows all the character backgrounds) should get a larger say in awarding points.

You suggested that at the end of play, a gamer should try and convince the rest of the party that they were only role playing their given character. Unfortunately, easy going players choose laid back characters. These people usually will not put up much of a fuss because it is against their personality. However, it would be in poor taste for a judge to relate their choices for advancement after the game; comments during play draw attention to a particularly good idea and/or role playing.

I agree with you on the question of disqualifying a player who changes a character's description. If a gamer's character fights a troll when the description says the character is deathly afraid of them, the DM should pass the player a note pointing out that player's error (a warning). If the player persists in such opposed play, disqualify him. I have yet to run into a situation where this drastic action was warranted, but the option should be open to the judge.

Kenneth Medve
State College, PA

Kenneth, PCs should never fight each other in a Network tournament. Bork's hold person *spells would have been better used against the chief. If one of the spells had worked, the chief could have been captured and forced into a "hold person wedding."*

Revealing a character's background before play isn't necessary; each character sheet includes what information the character knows about every other character. After play, both the DM and the player are responsible for explaining each character's background. While no player or DM should reveal how he or she intends to vote, the DM, because he is (or should be) familiar with every character, plays an essential role in confirming the accuracy of each player's assumptions about his character, and the DM is the only person at the table who can spot and expose deliberate misrepresentations about a character's background.

"Disqualify" is a bad term. DMs and players who believe a player has altered a character's background shouldn't vote for that player. Disqualification occurs only at the discretion of the tournament coordinator or of HQ. The most common reason for disqualification is failure to complete the voting sheet properly. ❑

Dungeon®
ADVENTURES FOR TSR® ROLE-PLAYING GAMES

EXPERIENCE THE ADVENTURE

The greatest treasures of any AD&D® or D&D® game are found in DUNGEON® Adventures, *the only module magazine of its kind.* Begin your quest today.

Fill out and mail the subscription card in this issue.
If the card is missing, write to:

Subscriptions
DUNGEON Adventures
P.O. Box 111
Lake Geneva, WI 53147

DUNGEON and TSR are trademarks of TSR, Inc.
©1989 TSR, Inc. All Rights Reserved.